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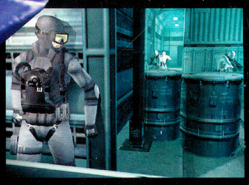

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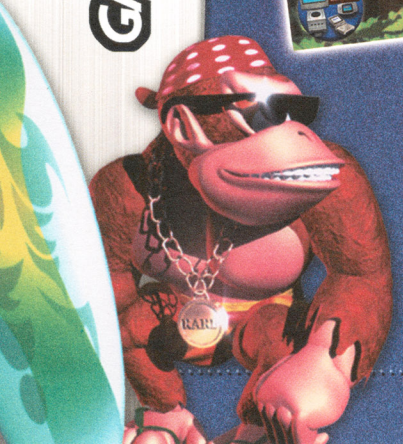

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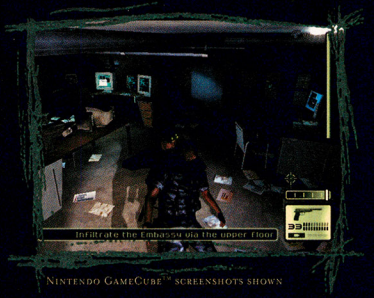

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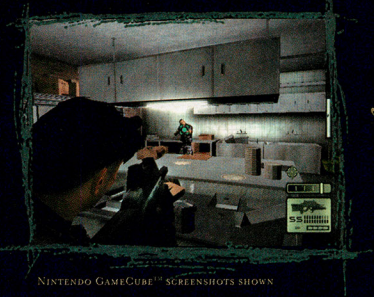

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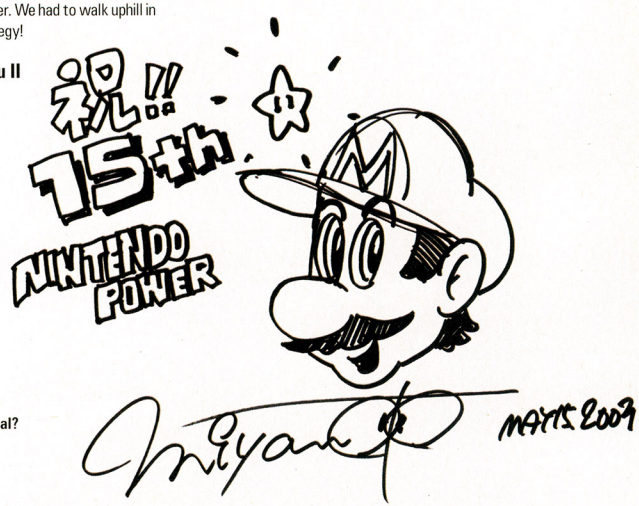

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VOLUME 170—JULY/AUGUST 2003

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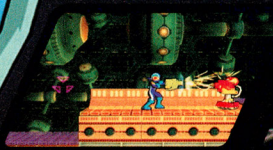

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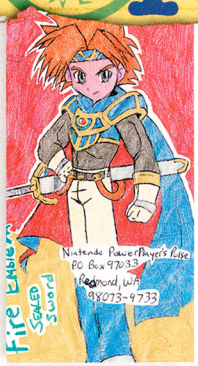


This month's Players Pulse celebrates Nintendo Power's 15th anniversary with a letter from our managing editor and a photo of the whole NP Krew. In addition, the heated Wind Waker debate from Volume 168's Write Away, Right Away begins on page 11. Read on to see what your fellow readers think of the latest Zelda adventure.

LETTER OF THE MONTH

Dear Readers:

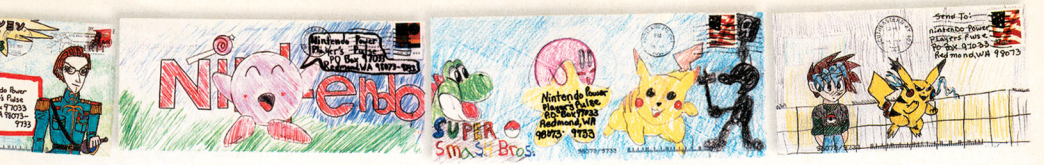
I'm very proud to announce that Nintendo Power turns 15 years old this month—an age that few gaming magazines have ever reached. Over the years, Nintendo Power has documented the world of Nintendo gaming, bringing millions of readers timely news, in-depth game strategies and memorable contests that add to the enjoyment of playing video games. The magazine has evolved with new columns and updated graphic styles, but our goal has remained the same—to help you get the most fun out of your games!

The most satisfying part of working on Nintendo Power has been our connection with our readers. I'm always pleased to hear that so many readers save their back issues and regularly use them as a gaming resource. Every month we receive hundreds of pieces of fan art and thousands of entries for our Player's Poll Sweepstakes. I was once fortunate enough to host sweepstakes winner Justin Murray and his family on a fossil dig with noted paleontologist Jack Horner in the badlands of Montana. We spent several days scouring the area for fossils, and then we headed south to Yellowstone National Park where we took a llama trek into the hills. Years later, I heard from Justin as he was heading off to college. He was still playing video games and still reading Nintendo Power. An entire generation of gamers has grown up with us—in fact, some of our early readers now work on our staff—and that's about the best compliment we can imagine.

Nintendo Power's inaugural issue was July/August 1988. To commemorate our debut issue, we are designating Volume 170 as the July/August issue. Volume 171 will be the September issue, and it will appear near the end of July. Our subscribers will continue to receive a new issue of Nintendo Power each month—at the same time of the month they always have—and all 12 issues of the annual subscription. You won't miss a beat!

The entire Nintendo Power staff would like to thank you for your interest and support, and we promise that when it comes to great Nintendo games and exciting game coverage, the best is yet to come. Be sure to turn to page 46, where you'll find a fun quiz about Nintendo Power and a chance to enter our special 15th Anniversary sweepstakes. We hope you'll be with us for the next 15 years of fun!

Sincerely,
Scott Pelland
Managing Editor



In Volume 168, we asked what you thought of The Legend of Zelda: The Wind Waker. Let the debate begin!

WIND WAKER RANTS & RAVES

I have gone through the entire game [The Wind Waker], and I can safely say that it's the best Zelda experience I've ever had! The graphics and music are fantastic. Even the characters are more enjoyable. (I really liked Makar, Quill and the Rito mailman.) And who can imagine a better item than a cannon for your boat?! I must congratulate you on this absolutely awesome game!

Daniel Scott
Louisiana

What is up with The Legend of Zelda: The Wind Waker?! I've always been a big fan of The Legend of Zelda: Ocarina of Time, because the story line is so great and the graphics are incredible! But the Wind Waker . . . paaalleeez! The story line is all messed up and the graphics are blah! Oh, and when did Link get a grandma and sister?? He's an orphan, for goodness sakes! I was looking through a recent NP magazine and I saw screen shots of the new Soul Calibur II. Why couldn't you have made Link look that good in The Wind Waker?! And another thing: Link should have an ocarina, not a stupid baton!

Dan Olsen
Minnesota

The Legend of Zelda: The Wind Waker is a magnificent and amazing game. It has outstanding game play and the story pulls you in like a grappling hook. Along with having references to Ocarina of Time in the story, it justifies that the Hero of Time is reborn whenever there is evil to destroy. Now, let's talk about the graphics. I can't believe I *scolded* the graphics after first seeing them, because after you play awhile, you forget about the cel shading and realize that it's a truly wonderful game. I agree with NOA Steve in Volume 167 when he says that the Wind Waker taught him the importance of [having] faith [in a game]. I have also found many moral lessons throughout the game. First, you learn that everyone in the world has a destiny—a purpose. Secondly, you come to understand that little people hold a big part in the creation of the future. Lastly and most importantly, I learned that courage plays a vital part in anything you do because you are bound to face difficulties in your life that you must pull through. So, whenever you think twice about a task that seems hard, think about how Link felt when he saw Gohma burst out of the flames. I have a feeling I know what will win overall best game this year.

Brent Clouse
Indiana

I don't feel that the Wind Waker is more intense or emotional than Ocarina of Time. Sure, you have the new characters close to Link, such as Aryll and Grandma, but they just don't seem to have as much personality as those in OOT. The game also doesn't flow as smoothly and you end up feeling rather rushed along the story line. I think many gamers' opinions of The Wind Waker still stand. If Nintendo were to make a more realistic Zelda game, it would not only be more appealing to gamers in general, but also more accepted by the general public.

superty
Via the Internet

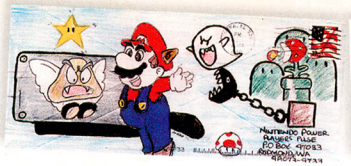
Faith played a major role in me buying The Legend of Zelda: The Wind Waker. I admit that when I saw The Wind Waker, I thought it was going to be a flop—a first in the Zelda universe. I was totally wrong. The Legend of Zelda: The Wind Waker is a different experience. It's very innovative because there is so much to do. The graphics even help its cause. It's a fresh and new-looking title. It brings forth the fun factor that all of the Zelda games give. It's challenging and funny at the same time. The new look of things actually makes it different and better than all the Zelda games before it. It's a masterpiece that is not only eye candy, but a masterpiece that restored what we thought would be lost in the void of today's technology.

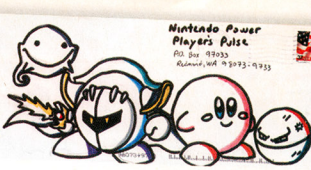
Andy Lambert
Via the Internet

I recently bought The Wind Waker and I am *very* impressed. My favorite [character], besides Link, is the King of Red Lions. Who wouldn't love a talking boat for all those looong trips from island to island? My favorite weapon is the Hero's Bow and all the arrow types.

Blake Gibson
Via the Internet

Thank you for making a truly amazing series known as The Legend of Zelda. I am currently enrolled in a mythology course at my high school and my teacher let me do my project portfolio for the class on The Legend of Zelda. So far, I have compared events in The Legend of Zelda with themes from classic mythology, including the Initiation and Flood stories from the Wind Waker. Before the Wind Waker hit store shelves, many angry letters were posted on the Internet and even in Nintendo Power about the poor, cartoon-like graphics. I am here to say that graphics do not matter to the Legend of Zelda series. If gamers consider the first Legend of Zelda by today's standards, the graphics are poor. What gamers do remember is the story. The Wind Waker has met and even surpassed the high expectations of a Zelda legend. Right from the beginning when I saw Link's face as he grudgingly takes the green clothes, to waving to his grandma on Outset Island before he leaves, I knew this was going to be a better game than Ocarina of Time. I was addicted until the end because I wanted to know what happened to Hyrule. Myths and legends are not intended to be real, and that is the reason for the stylized art. The point of the Legend of Zelda series is to entertain with an enriching





story while providing a fun and engaging environment for gamers. This has been thoroughly accomplished in The Wind Waker.

Leslie Jacobson
Wisconsin

I feel that The Wind Waker could have been better. The main quest (not including the side quests, such as the trading sequences and collecting heart pieces) was too short. The Wind Waker was a little more than half [as long as] Ocarina of Time's main quest. I have also noticed that all the previous Zelda games (I think) have had eight or more dungeons. On the plus side, the Wind Waker is very beautiful and entertaining for as long as it lasts.

Edgar Astorga
Via the Internet

This game is one of the best—if not the best—game I have *ever* played! The graphics are overwhelmingly gorgeous, the control setup is brilliant, the sound and music are top-notch, and the story is so deep and enriching that it makes me feel like I'm actually inside the game! If I were to rate it on a scale of one to 10, it would get a ranking of 11. My favorite new character would most likely have to be Tetra. She's a pirate, for crying out loud! As far as the items go, the best ones, in my opinion, have to be the Wind Waker and Grappling Hook. I don't know why, but conducting melodic tunes from the wind and swinging around on a rope just feels strangely satisfying. To put it bluntly, this game rocks in every way possible!

Derek Chacon
Colorado

This is my reaction: Wow. I knew even the great Zelda series lacked something: a final chapter! It's like when you're reading a book and you can't wait to get to the last page because you know it will blow you away. Now, at first glance, I assumed that the Wind Waker would be a mockery of the series. But the newest Zelda game brought forth an experience unlike any other. The epic scale of the land of Hyrule was finally put into perspective, and left me gasping for breath. It makes you stand and marvel at the capability of the stories we can write. Every Zelda game has been a masterpiece, and The Wind Waker is beyond a shadow of a doubt no exception. I think that I am not the only one who thinks so. And to you who have not yet experienced the epic adventure of The Legend of Zelda, you have no idea what you are missing out on. Zelda was there even when I got my NES at age five, and it will forever be my favorite story.

Wade K. Wojcik
Minnesota

I have many favorite characters from The Legend of Zelda: The Wind Waker, but I just couldn't help myself when I saw Beedle. I haven't owned many games that allow you to hear a character's words as well as see them. Beedle is one of the first characters I saw that had this detail. I always smile when I walk into his shop. I have loved playing this game and Beedle is one of the reasons why. Everyone has to laugh when they see Beedle. If there is anyone that doesn't, they just don't know true humor!

Kristen Bryant
Texas

Everything in this game is great. The graphics were incredible and I really liked the fighting style. I think the game was too easy, though, because I only died once. (Those rotten Darknuts ganged up on me, sniffle sniffle.) The boss battles were fun, especially Ganondorf. I think it's great that they finally gave Link a family. And grandma's powerful soup—it puts Gatorade to shame!

Brandon Jacobs
Minnesota

SOLDIER SHOUT-OUT!

I am 22 years old [and am] currently enlisted in the U.S. Army. [I'm also] a dedicated reader of Nintendo Power. I am currently deployed to an undisclosed location and am participating in Operation Iraqi Freedom. One of the few possessions I brought with me is Volume 166 of Nintendo Power. I was wondering if you guys wouldn't mind giving a shout-out to me and my friends Rob and George. Maybe we'll see it in a volume when we get back!

SPC Joseph Brezinsky
U.S. Army

Here's the NP Krew giving a shout-out to Joseph, Rob, George and all our readers in the military! We sincerely hope that everyone made it home safely. We're happy that NP is able to keep you company while you're on duty!

NINTENDO NOTORIETY

I am a 15-year-old gamer and I have a question about your products. I know that you guys make some *awesome* games, but is it true that you made the first cell phone, too? One of my teachers said that you did and I am a bit skeptical. I hope you can answer this for me. Thanks!

Greg Swiger
West Virginia

You're right to be skeptical—Nintendo didn't invent the cell phone. Martin Cooper invented the cell phone in 1973 while working for Motorola.

Border Art Provided By:

Megan Beck, Washington
Rita Dugas, Texas
Tiffany Mackie, Massachusetts
Mike Miller, Utah
Judith Pi, California
Sara Spencer, Florida
Chris Tanpoco, California
Johan Velez, Florida
David Wente, Minnesota
Calvin Whitters, California
Kevin White, Maine
Waler Young, Kentucky

WRITE AWAY, RIGHT AWAY

In honor of Nintendo Power's 15th anniversary we're looking to the future. We'd like to hear from you! What would you most like to see in Nintendo Power? Changes to an existing column? Something new? We just might implement some of your ideas, so be creative! Send your thoughts and ideas to the addresses displayed in the 411 section on page 150.

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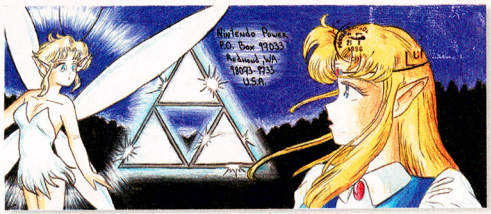
Blood
Suggestive Themes
Mild Violence
CONTENT RATED BY ESRB
PlayStation 2
NINTENDO GAMECUBE
XBOX
MIDWAY SPORTS Asylum

PLAYER'S PULSE ARTIST'S GALLERY

Over the last 15 years our readers have sent us art depicting their favorite Nintendo characters. The NP Krew scoured our past galleries and picked some of our favorite fan art—we only wish we had enough room to display it all! Thanks, everyone, and keep it coming!



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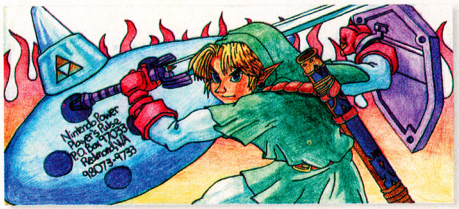
Vol. 93

Ferquin N.C. Root • Washington
Vol. 92

Tracy Yardley • Illinois
Vol. 92

David Barney • Ohio
Vol. 93



Eric Goodwin • New Hampshire Vol. 138

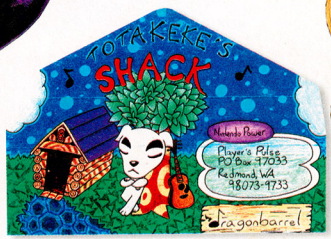
Kelley Cortright • California
Vol. 161

Pascal Deslauriers
Quebec
Vol. 97

Lilia Arktonia
Minnesota
Vol. 167

Rachel Kimbrough
Alabama
Vol. 170

Britt Roth
Pennsylvania
Vol. 143



dragonbarel • Virginia
Vol. 163

GAME BOY ADVANCE

ATARI

FUNimation Productions, Ltd.

YOU ARE NOT ALONE. And it's time to unite, with "DBZ": The Legacy of Goku II." You'll go from the Trunks Saga through the Cell Games. With five playable characters and over 200 game maps to explore. And yeah, it's available now.

DRAGON BALL Z THE LEGACY OF GOKU II

EVERYONE 10+ E Violence CONTENT RATED BY ESRB

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POWER CHARTS.170

Nintendo GameCube

To commemorate Nintendo Power's 15th anniversary, the NP Krew selected their 20 favorite console games of all time. What do you think of our selections? Did we leave out your favorite game? Let us know at pulse@nintendopower.com.

	NP's All-Time Console Favorites	PLATFORM
1	THE LEGEND OF ZELDA: OCARINA OF TIME	N64
2	METROID PRIME	GCN
3	FINAL FANTASY III	SUPER NES
4	SUPER MARIO WORLD	SUPER NES
5	THE LEGEND OF ZELDA: THE WIND WAKER	GCN
6	GOLDENEYE007	N64
7	SUPER MARIO 64	N64
8	MIKE TYSON'S PUNCH-OUT!!	NES
9	SUPER METROID	SUPER NES
10	CHRONO TRIGGER	SUPER NES
11	SUPER MARIO KART	SUPER NES
12	THE LEGEND OF ZELDA	NES
13	SUPER MARIO BROS. 3	NES
14	CASTLEVANIA II: SIMON'S QUEST	NES
15	RESIDENT EVIL	GCN
16	ETERNAL DARKNESS: SANITY'S REQUIEM	GCN
17	ANIMAL CROSSING	GCN
18	BIONIC COMMANDO	NES
19	MADDEN NFL 2003	GCN
20	SUPER SMASH BROS. MELEE	GCN

	PLAYER'S CHOICE * NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	SOUL CALIBUR II	1	2
2	THE LEGEND OF ZELDA: THE WIND WAKER	2	6
3	VIEWTIFUL JOE	3	2
4	ENTER THE MATRIX	10	2
5	F-ZERO GX	•	1
6	HIGH HEAT MAJOR LEAGUE BASEBALL 2004	•	1
7	METROID PRIME	5	13
8	RESIDENT EVIL ZERO	13	9
9	BURNOUT 2: POINT OF IMPACT	6	3
10	NHL HITZ 20-03	20	5
11	WARIO WORLD	9	3
12	IKARUGA	7	4
13	THE HULK	•	1
14	RESIDENT EVIL	•	5
15	LOST KINGDOMS II	4	4
16	SKIES OF ARCADIA LEGENDS	8	8
17	NBA STREET VOL. 2	15	3
18	TOM CLANCY'S SPLINTER CELL	11	3
19	ARMY MEN RTS	•	1
20	THE LEGEND OF ZELDA: OCARINA OF TIME MASTER QUEST	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

	MOST WANTED	PLATFORM	PRIOR POSITION	MO. ON CHART
1	FINAL FANTASY: CRYSTAL CHRONICLES	GCN	1	7
2	RESIDENT EVIL 4	GCN	3	3
3	GEIST	GCN	•	1
4	METAL GEAR SOLID: THE TWIN SNAKES	GCN	•	1
5	METROID PRIME 2	GCN	•	1

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- IGN

WHICH ONE ARE YOU GOING TO PLAY?

TEEN T CONTENT RATED BY ESRB

Comic Mischief Violence

NINTENDO GAMECUBE™

GAME BOY ADVANCE

CATCH IT ON THE FOX™

BANDAI®

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NINTENDO GAMECUBE.

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Game Boy

Below are the NP Krew's 10 favorite Game Boy games of all time. As you can see, the GBA has been host to some incredible software. We love A Link to the Past on Super NES, but we love it even more on GBA with the inclusion of Four Swords.

	NP's All-Time Game Boy Favorites	PLATFORM
1	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	GBA
2	GOLDEN SUN: THE LOST AGE	GBA
3	CASTLEVANIA: ARIA OF SORROW	GBA
4	TETRIS	GB
5	POKéMON GOLD AND POKéMON SILVER	GBC
6	ADVANCE WARS	GBA
7	METROID FUSION	GBA
8	THE LEGEND OF ZELDA: ORACLE OF SEASONS	GBC
9	WARIO WARE, INC.: MEGA MICROGAME$	GBA
10	TACTICS OGRE: THE KNIGHT OF LODIS	GBA

	PLAYER'S CHOICE* GAME BOY	PRIOR POSITION	MONTHS ON CHART
1	FINAL FANTASY TACTICS ADVANCE	1	2
2	CASTLEVANIA: ARIA OF SORROW	3	4
3	ADVANCE WARS 2: BLACK HOLE RISING	5	3
4	GOLDEN SUN: THE LOST AGE	2	5
5	WARIO WARE, INC.: MEGA MICROGAME$	4	4
6	POKéMON RUBY AND POKéMON SAPPHIRE	7	6
7	THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS	6	13
8	METROID FUSION	8	13
9	SONIC PINBALL PARTY	•	1
10	TOM CLANCY'S SPLINTER CELL	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Nintendo GameCube Jet
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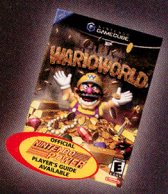
Also available in Indigo



Wario World
Coming Soon

Sonic Adventure DX
Director's Cut
Coming Soon

Game Boy Player
Coming Soon

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Mario and his friends tee off in Mario Golf: Toadstool Tour for Nintendo GameCube. It's the biggest, wildest golf tour ever, and Nintendo Power will give you a peek at the latest version of the game.

THE SPOTLIGHT

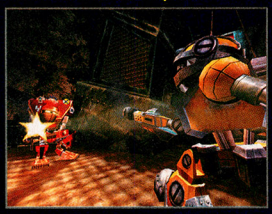
Rogue Ops

Forget Batman: Dark Tomorrow. This stealthy thriller from Kemco has the mark of a winner. It's filled with puzzles and intense action.

The Italian Job

Race Mini Coopers and other vehicles around Los Angeles in Eidos's driving game based on this summer's crime-caper flick.

Metal Arms: Glitch in the System



Vivendi Universal Games introduced Metal Arms: Glitch in the System at E3. It's a personality-filled third-person shooter.

The Sims: Bustin' Out

The Sims climb to new heights in a sequel to last spring's hit title. There's so much to do that you'll have to put your own life on hold.

Buffy the Vampire Slayer

The stakes are high (and sharp) as Buffy hunts an ancient evil and an army of darkness on Game Boy Advance.

Disney's Extreme Skate Adventure

Characters from Disney and Pixar films go extreme in a skateboarding adventure from Activision. It's coming on GBA and GCN.

THE GAMING NEWS FOR JULY/AUGUST 2003

MORE BUNDLES OF JOY

The popular Nintendo GameCube bundle deal is getting even better. Beginning June 23rd, you'll get a free demo disc featuring five playable demos and exciting video previews of upcoming GCN titles when you buy a GCN. The playable demo games include Soul Calibur II, Viewtiful Joe, Sonic Adventure DX: Director's Cut, Tom Clancy's Splinter Cell and Billy Hatcher and the Giant Egg. You will also choose either one free game—The Legend of Zelda: The Wind Waker, Mario Party 5, Metroid Prime or Star Fox Adventures—or the new Game Boy Player!

UNDERGROUND WITH TONY HAWK

Great skateboarders have to come from somewhere, and in Tony Hawk's Underground they come from New Jersey. The latest game in the Tony Hawk series features a story mode that takes you from your hometown in NJ to the big time in nine chapters. You also get to create custom tricks for the first time. Underground is coming to GCN and GBA this fall. We'll bring you screen shots in next month's Game Watch.

ENDLESS NINTENDO SUMMER

Nintendo is teaming up with the Mobile Skatepark Series in five cities and the And1 Mix Tape Tour in 33 cities this summer to add extreme video game fun to the events. Between rounds of boarding or basketball, you can enter contests, check out the hottest upcoming titles for GCN and GBA and even take in a concert.

SUPERMAN SWITCH

Warner Bros. and DC Comics announced that Electronic Arts has acquired the rights to create Superman video games based on the upcoming *Superman* movie and the comics and animated TV series related to the franchise. The man of steel will make the switch from Atari beginning in 2004.

WHAT'S IN A NAME?

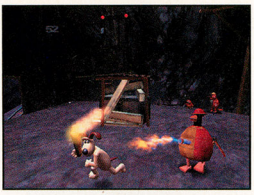
Speaking of Atari, Infogrames has officially changed its name to Atari. One Atari representative joked that the name change was necessary because no one could spell Infogrames. The Walt Disney Company's video game unit recently changed its name from Disney Interactive to Buena Vista Games. We hope they at least considered the name Mickey Mouse Games.

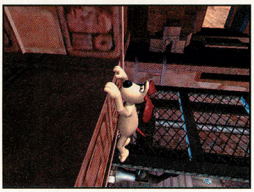
VIDEO ON GBA

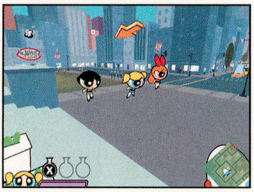
Two companies are planning to bring video entertainment to Game Boy Advance this fall. Majesco's Game Boy Advance Video Pak looks like a large Game Pak and holds 40 minutes of audio and full-screen video. The Media Devices unit is a bit more complicated. After downloading a video program from a CD on your computer to an SD chip, you'll plug the SD chip into a Game Pak-like device in your GBA to play it back.

BAM! RHYMES WITH HAM

BAM! Entertainment's E3 lineup for the Nintendo GameCube titles is rich in good looks and hammy humor. Wallace & Gromit in Project Zoo features wonderful 3-D representations of the comic claymation characters created by Nick Park. Players lead Gromit on an adventure to rescue baby animals while Wallace gives sound advice. In an untitled game based on *Dexter's Laboratory*, players battle with 3-D robots for supremacy in three tournaments. The GCN take on Carmen Sandiego includes action elements as you search the world for clues. And the Powerpuff Girls bring comic mischief and heroics to fans of the animated TV series.







KONAMI SEES THE LIGHT

Konami's Boktai: The Sun is in Your Hand for GBA is one of the most unusual games ever. Players must take their game outside, where the Game Pak's built-in solar sensor powers up their weapons.

THE RETURN OF THE TERMINATOR

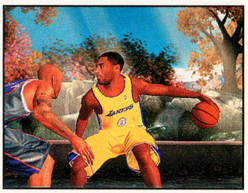
Atari introduced the gaming world to Terminator 3: Rise of the Machines for GCN and GBA at a major event preceding this year's E3. Coming in the fall of 2004, T3 will feature the voice and likeness of Arnold Schwarzenegger for the first time in a video game. Players will roam the battlefields of future and present-day L.A. as the original Terminator, battling Tech Com special forces and the almost unstoppable T-X. The single-player game has 20 levels, exclusive cinematic footage filmed by director Jonathan Mostow that illuminates the rise of the Terminator and more than 20 high-tech weapons with which you'll save humanity.

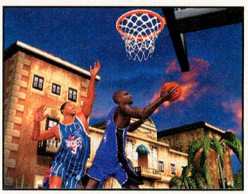
BIG AIR, BIG TRICKS

EA Sports BIG packs a new bag of tricks into the latest version of SSX for GCN and GBA. SSX 3 is set in a huge, open environment on The Mountain. You can free-ride, tackle more than 100 challenges and enter races or special events such as Big Air, Slope Style and Super Pipe. SSX 3 features both new and returning characters from SSX Tricky. You'll start your boarding career on the lowest of three peaks on The Mountain. As you explore the slopes and win events, you'll earn medals for your trophy room.

MONSTER BALLERS

NBA Ballers from Midway brings together the greatest hardwood heroes of all time for one-on-one action. Sixty of today's NBA superstars, such as Kobe Bryant and Chris Webber, go toe-to-toe with 24 legends including Magic Johnson, Larry Bird and Wilt Chamberlain. Each character has true-to-life skills and facial motion-capture to bring the all-stars alive as never before. Look for Ballers on your GCN this fall.



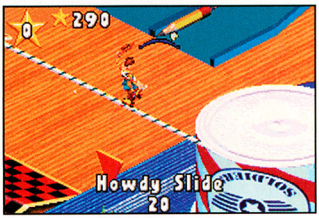


WAITING FOR PANDORA

GCN Splinter Cell fans won't have long to wait for the sequel to this year's blockbuster. Ubi Soft announced that Tom Clancy's Splinter Cell: Pandora Tomorrow is coming early in 2004. Sam Fisher will return in all-new stealth espionage missions that will take place in settings even more realistic than those in the original Splinter Cell.

E³ GALLERY

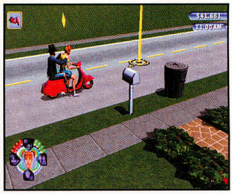
There were so many incredible GCN and GBA games at E³ this year that we ran out of room to show them all in our E³ wrap-up special. This month's Game Watch Gallery is dedicated to more quality games that we couldn't wait to show you.

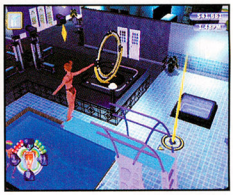


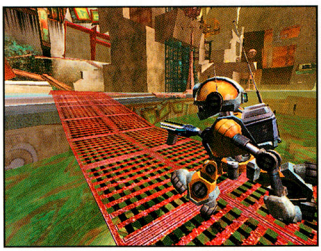
Disney's Extreme Skate Adventure
Activision is combining stunts and comic shenanigans in a boarding game for all ages. Disney characters from *Toy Story*, *Tarzan* and *The Lion King* grind rails and pull gravity-defying tricks as skillfully as Tony Hawk.

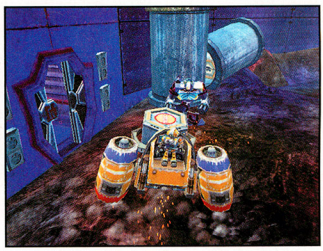
Metal Arms: Glitch in the System
Vivendi Universal's 3-D action shooter for Nintendo GameCube features a versatile robot named Glitch, who can usurp control of enemies to gain their powers. The graphics are cool and so is the game play. Metal Arms even has a good sense of humor. Seeing Metal Arms was a nice E³ surprise.

The Sims: Bustin' Out
EA Games and Maxis are back with more sim living in The Sims: Bustin' Out for GCN. You'll be able to visit nightclubs and gyms and drive scooters and cars. You'll also have more job options.



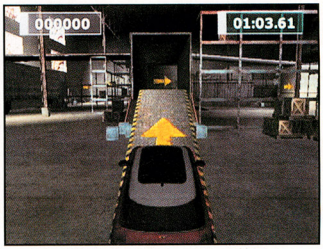






Rogue Ops
Kemco's Rogue Ops for GCN has some of the most clever puzzles ever for a stealth action game. Kemco also announced a new game called Lobo.

Speed Kings
Imagine Burnout with motorcycles instead of cars—you'll have a pretty good idea of what Acclaim's cycle dash-and-crash game is all about.

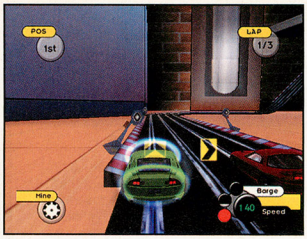


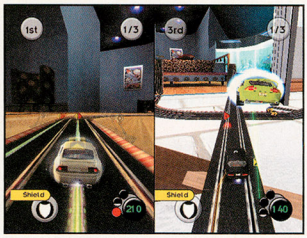
The Italian Job
Race your Mini Coopers and other vehicles in four modes, including a multiplayer mode. The streets of L.A. have never been more dangerous.

Buffy The Vampire Slayer
Armed with stakes, crossbows, Holy Water and other weapons, Buffy faces the ultimate evil in the form of the Darkhul King.

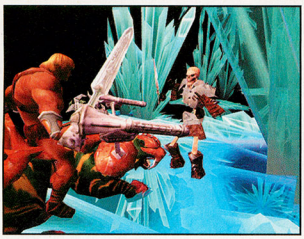
Spy Kids 3-D: Game Over
Disney's dynamic duo gets sucked into a video game in this summer's movie and in the GBA platformer from Buena Vista Games.

Backyard Hockey
Rink rats rejoice! Atari's Backyard Hockey is coming to GBA. You'll play with 30 Backyard Kids and 10 kid versions of NHL pros.

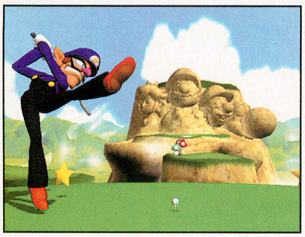


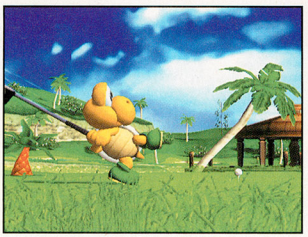


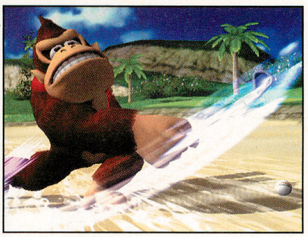
Grooverider: Slot Car Thunder
Encore goes retro with a slot car racer for GCN. Up to four players can race on blazing tracks in five settings. What would a slot car game be without loops? Grooverider has 360° loops, hazards, booby traps and lots of power-up items, such as spikes, mines and power boosts. The speedy cars are modeled after classic designs, such as 1920's British racers, American stock cars and Indy-style Formula X cars. Three difficulty modes keep players pushing their own limits as they seek the ultimate championship trophy. The fast and furious fun begins later this summer.



The Haunted Mansion and More
TDK Mediactive has a packed lineup for GCN, including Disney's The Haunted Mansion, Muppets Party Cruise, Masters of the Universe He-Man: Defender of Grayskull, Knights of the Temple, Conan: The Dark Axe, TONKA Rescue Patrol and Shrek 2, co-published with Activision.





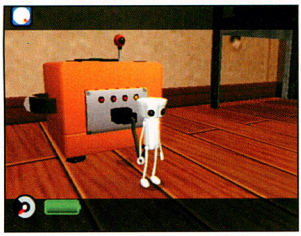


Mario Golf: Toadstool Tour
After observing young players struggling with play control in Mario Golf 64, the creative team at Camelot—the company that develops the Mario Golf games for Nintendo—decided that everyone should be able to play the next Mario Golf game. In Mario Golf: Toadstool Tour, players can choose the original control style or the new simplified one. Intuitive control is just one of many brilliant new features in Mario Golf's GCN debut. Mario and his friends will play on regular courses and Mushroom Kingdom courses. The latter are filled with giant pipes, dangerous Chomps and fantasy links that float in the air. Whether you're playing a solo round or a tournament with friends, Mario Golf: Toadstool Tour is pure fun. You can hit the links with Mario by the end of July.

GAME WATCH FORECAST

Bandai

Bandai showcased some of the most inventive games at E3. In ChibiRobo for GCN, you direct the little robot to perform tasks, and you have to remember to keep his battery charged. Digimon Rumble Arena 2 will bring more than 40 Digimon characters to GCN in a tournament-style fighting game. KeroKeroKing (working title) is one of the strangest GCN games we've seen in a long time. You're out to save your planet by playing a really weird form of golf. Instead of hitting a golf ball into a hole, you have to frighten a frog into jumping near a cup. Digimon Battle Spirit fans will be happy to hear that Digimon Battle Spirit 2 for GBA is on the way.



ChibiRobo powers up before heading off to learn about his world. Over time, he'll learn to obey your commands and perform tasks.

One to four players can duke it out with their favorite Digimon in Digimon Rumble Arena 2.

In KeroKeroKing, one to four players use mallots to frighten their frogs off the tee. There are 120 increasingly difficult courses to play.

NINTENDO GAMECUBE

1080°: AVALANCHE
THE ADVENTURES OF JIMMY NEUTRON BOY GENIUS: JET FUSION
AQUAMAN: BATTLE FOR ATLANTIS
AREA 51
BAD BOYS II
BATMAN: RISE OF SIN-TZU
BEYBLADE
BEYOND GOOD & EVIL
BILLY HATCHER AND THE GIANT EGG
BIONICLE
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS
CARMEN SAN DIEGO: TO TRACK A THIEF
THE CAT IN THE HAT
CHIBIROBO
CONAN: THE DARK AXE
CRASH NITRO KART
CRUSHED BASEBALL 2004
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DINOTOPIA: THE SUNSTONE ODYSSEY
DISNEY'S EXTREME SKATE ADVENTURE
DRAGON BALL Z: BUDOKAI
DUNGEONS & DRAGONS HEROES
ENCLAVE
EXTREME FORCE: GRANT CITY ANTI-CRIME
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
FIFA 2004
FINAL FANTASY: CRYSTAL CHRONICLES
FOUR HORSEMEN OF THE APOCALYPSE
FREAKY FLYERS
FREESTYLE METAL X
F-ZERO GX
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GALLEON: ISLANDS OF MYSTERY
GEIST
GLADIUS
GO! GO! HYPERGRIND
GOBLIN COMMANDER: UNLEASH THE HORDE
GOTCHA FORCE
GROOVERIDER: SLOT CAR THUNDER
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HARVEST MOON: A WONDERFUL LIFE
THE HAUNTED MANSION
HIGH HEAT BASEBALL 2003
HITMAN 2: SILENT ASSASSIN
THE HOBBIT
HOT WHEELS: HIGHWAY 35 WORLD RACE
I-NINJA
THE ITALIAN JOB
JACKED
JAMES BOND 007: EVERYTHING OR NOTHING
JIMMY NEUTRON JET FUSION
KEROKEROKING
KILLER 7
KIRBY AIR RIDE
KNIGHTS OF THE TEMPLE
THE LEGEND OF ZELDA: FOUR SWORDS
THE LEGEND OF ZELDA: TETRA'S TRACKERS
LEGENDS OF WRESTLING 3
LOBO
LOONEY TUNES: BACK IN ACTION
THE LORD OF THE RINGS: THE RETURN OF THE KING
MACE GRIFFIN: BOUNTY HUNTER
MADDEN NFL 2004
MARIO GOLF: TOADSTOOL TOUR
MARIO KART: DOUBLE DASH!!
MARIO PARTY 5
MARIO TENNIS
MASTERS OF THE UNIVERSE HE-MAN: DEFENDER OF GRAYSKULL
MEDAL OF HONOR: RISING SUN
METAL ARMS: GLITCH IN THE SYSTEM
METAL GEAR SOLID: THE TWIN SNAKES
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
MTV'S CELEBRITY DEATHMATCH
THE MUPPETS PARTY CRUISE
NARC
NBA BALLERS
NBA LIVE 2004
NCAA FOOTBALL 2004
NEED FOR SPEED UNDERGROUND
NFL BLITZ PRO
NHL HITZ PRO
ONE PIECE: TREASURE BATTLE
PAC-MAN
PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION
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ROADKILL
ROCKET POWER: ZERO GRAVITY ZONE
ROGUE OPS
SCOOBY-DOO! MYSTERY MAYHEM
SETTLERS
SHREK 2
THE SIMPSONS: HIT & RUN
THE SIMS: BUSTIN' OUT
SONIC HEROES
SOUL CALIBUR II
SPAWN
SPEED KINGS
SPHINX AND THE SHADOW OF SET
SPIDER-MAN 2
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM
SSX 3
STAR FOX
STAR WARS ROGUE SQUADRON III: REBEL STRIKE
STARCRAFT: GHOST
STREET HOOPS
STREET KINGS
STREET RACING SYNDICATE
THE SUFFERING
SX SUPERSTAR
TAK AND THE POWER OF JUJU
TALES OF SYMPHONIA
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOODS PGA TOUR 2004
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY: THE WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW
TONKA RESCUE PATROL
TONY HAWK'S UNDERGROUND
TRUE CRIME: STREETS OF L.A.
UNITY
URBAN FREESTYLE SOCCER
VIEWTIFUL JOE
WALLACE & GROMIT IN PROJECT ZOO
WWE WRESTLEMANIA XIX
XIII
XGRA
X-MEN LEGENDS

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
AN AMERICAN TAIL: FIEVEL'S GOLD RUSH
BALDUR'S GATE: DARK ALLIANCE
BACKYARD HOCKEY
BATMAN: RISE OF SIN-TZU
BEYBLADE
BLACKTHORNE
BOKTAI: THE SUN IS IN YOUR HAND
BUFFY THE VAMPIRE SLAYER: RETURN OF THE DARK KING
THE CAT IN THE HAT
CIMA: THE ENEMY
CORVETTE
CUSTOM ROBO GX
DEMIKIDS DARK
DEMIKIDS LIGHT
DIGIMON BATTLESPIRIT 2
DISNEY'S MAGICAL QUEST 2 STARRING MICKEY AND MINNIE
DORA THE EXPLORER: SUPER SPIES
DR. SEUSS: THE SEUSSATIONAL JOURNEY
EVOLUTION SKATEBOARDING
THE FAIRLY ODDPARENTS!: BREAKIN' DA RULES
THE FAIRLY ODDPARENTS!: ENTER THE CLEFT
FAMITSA ADVANCE
FINAL FANTASY TACTICS ADVANCE
FIRE EMBLEM
FIRE PRO WRESTLING 2
FREEKSTYLE
FROGGER CLASSIC
GEM SMASHERS
HAMTARO: RAINBOW RESCUE
HARVEST MOON: FRIENDS OF MINERAL TOWN
THE HAUNTED MANSION
HOT WHEELS: WORLD RACE
HYPERSPACE DELIVERY BOY
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OZZY & DRIX
PAINTBALL
THE PIRATES OF THE CARIBBEAN: THE CURSE OF THE BLACK PEARL
PITFALL HARRY
POKéMON PINBALL
POWER RANGERS: WILD FORCE
RADIUM
RIVER KING
ROAD RASH
ROCK 'N' ROLL RACING
ROCKET POWER: ZERO GRAVITY ZONE
RUGRATS GO WILD
SCOOBY-DOO! THE MOVIE
SHAUN MURRAY'S PRO WAKEBOARDER
SHREK 2
THE SIMPSONS: ROAD RAGE
THE SIMS
SONIC BATTLE
SONIC PINBALL PARTY
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPIRITS & SPELLS
SPONGEBOB SQUAREPANTS
SPY KIDS 3-D: GAME OVER
SPYRO: ATTACK OF THE RHYNOCS
SSX 3
STATIC SHOCK
SUPER DUPER SUMOS
SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3
THE SUPER STOO-PENDOUS WORLD OF DR. SEUSS
SWORD OF MANA
TAK AND THE POWER OF JUJU
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TEENAGE MUTANT NINJA TURTLES
TERMINATOR 3: RISE OF THE MACHINES
TIGER WOOD PGA TOUR 2004
TINY TOON ADVENTURES: SCARY DREAMS
TOM & JERRY IN INFURNAL ESCAPE
TONY HAWK'S UNDERGROUND
TOP GEAR RALLY
TOP GUN: COMBAT ZONES
WAKEBOARDING UNLEASHED
WALT DISNEY'S ALADDIN
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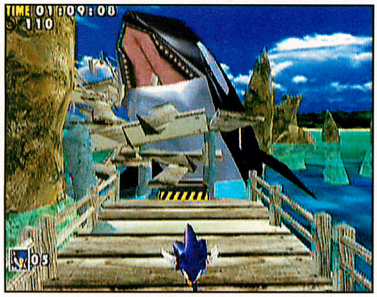
SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendopower.com.



After gaining his freedom, Willy turned to a life of crime and began hunting hedgehogs for sport.

YOUR SCREEN TEST CAPTIONS

Our line was Hey, I'm no thief! I just happen to look good in stripes!

Man of Steel nabs man of steal.—*Jeff Bates*

I'm not really bad. I just get carried away!
—*Calvin Hamilton*

If you don't turn me in, I promise to return to The Sims.—*Jeff Bates*

Superman decided to take time out of the hero business and try ventriloquism.—*Robert Jamieson*

Do you think these stripes make me look fat?—*Nick Gavalas*

After all these years of searching I've finally found Waldo!—*"Sandman" Dan Ross*

"I HATE mimes," Superman thought.—*Casey Veatch*

Hey, I would complain, but compared to Superman 64, this is heaven!—*MacManiac*

Hey! I'm no thief! I was just on my way to a Halloween party. I swear!—*Joey Munafo*

Hey, Superman! You do realize I work for Footlocker, right?—*Anthony M. Benedetto Jr.*

Thanks for trying to carry me across the street but isn't that a Boy Scout's job?
—*Gabe Walker*

Superman: Hey, I think my cape is caught! I'm going to put you down for a second, don't move, okay?—*Cora Sivak*

SPY VS. SPY

While movies based on real video games are often dull, movies about made-up video games—such as *Wargames* and *The Last Starfighter*—are sometimes pretty good. Which bodes well for Spy Kids 3-D: Game Over, in which Carmen and Juni are sucked into an evil video game. But while we'll have a good time watching the movie, for Spy Kids stars Alexa Vega and Daryl Sabara, making it wasn't all fun and games.

NP: When you heard that the movie was about Juni and Carmen being sucked into a video game, did you think "Cool!" or were you dreading it like a pop quiz?

Daryl: I was amazed. Being in a video game is so cool, I was so excited.

Alexa: [Director] Robert Rodriguez always has crazy things up his sleeves, he's like a little kid. But I was a little scared because I'd never done a 3-D movie before, and I thought I was going to wear all these crazy things, but it actually wasn't that hard.

NP: Had you ever seen a 3-D movie before?

Alexa: Only things at Disneyland and places like that.

Daryl: I saw *Ghosts of The Abyss*, and I've seen 3-D movies in Imax theaters for school projects.

NP: How would you describe the video game in the movie?

Daryl: It's kind of different from video games that I've played, though it does kind of look like Super Mario Land.

NP: Have you had a chance to play the GBA game based on Spy Kids 3-D?

Alexa: I really like it. I'm actually playing it right now.

Daryl: I think it's so cool that you get to find all the characters and rescue them.

Alexa: Though I still haven't gotten to the part where they save me.

Daryl: I also like how I have all these cool combos like Super Kick.

NP: So what video games would you like to be sucked in to?

Alexa: Super Mario Bros. I used to play that game all the time. I have good memories of that game. Oh, and Ready to Rumble.

Daryl: I would want to be sucked into either SpongeBob SquarePants or Harry Potter. Those are both really fun.

WHY SURF THE NET WHEN YOU CAN CONTROL IT.

Mega Man Battle Network 3: Blue version and White version are the biggest, most exciting Battle Network action-role playing adventures yet! Join Mega Mega.EXE, his pal Lan and friends as they keep the net safe from viruses, cyber criminals and a slough of other net-based menaces. Each version features different Mega Man styles, Battle Chip types, enemies, bosses and other surprises to discover and trade!

EVERYONE
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CONTENT RATED BY ESRB
Mild Violence

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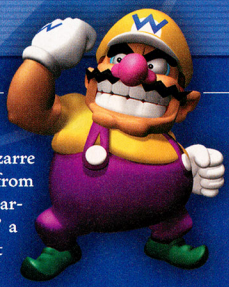
Advance Wars on the Web

advancewars.com

Advance Wars 2: Black Hole Rising will draw in huge numbers of players eager for a second tour of duty. The sequel is even more massive, so Nintendo launched a new Advance Wars website to help introduce new players to AW2's battle system and reveal details about the game's new features for AW veterans. So whether you're trying to grasp the basics of unit deployment or you want to find out which COs you'll face on the battlefield during your return trip, get all the latest intel from advancewars.com.

Surf Weird, Surf Wario

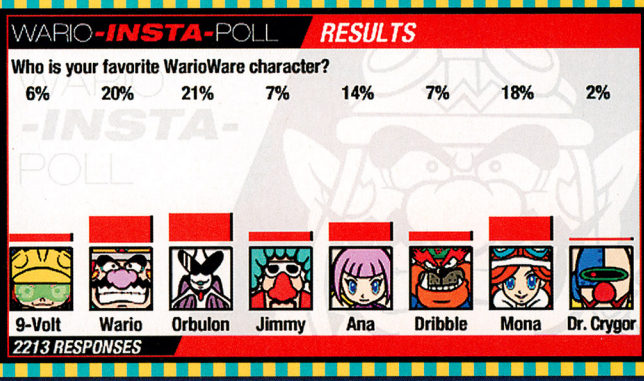
wario-world.com



With the exception of Wario's new GBA title—Wario Ware, Inc.: Mega Microgame$—Wario World is one of the strangest games Nintendo has ever released. Get a load of the bizarre breakthrough at the Wario World website. You can preview Wario World's weird lands, from Wonky Circus to Shivering Mountains, plus jump into trapdoors to find strategy movies, character info and other game details. You can even grasp the game better with "Ask Wario," a Magic-8-Ball-style minigame. Can you survive in Wario's world? It is decidedly so. Consult the website for more insights.

Push your favorite Wario Ware, Inc. character into the lead! Vote at **warioware.biz** and make your voice heard!

(Snapshot of results taken on May 29, 2003.)



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CONTENT RATED BY ESRB
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BLIZZARD CLASSIC ARCADE

F-ZERO® GX

©2003 Nintendo. ©AMUSEMENT VISION/SEGA, 2003.

Nintendo and Sega make a mockery of mach speed with the game that will change racing forever.

WARPED SPEED

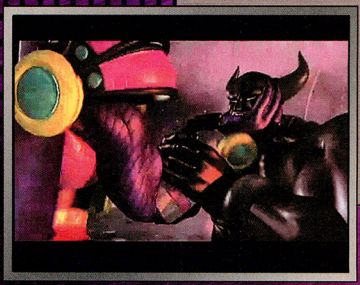
Nintendo has owned techno-racing ever since F-Zero guzzled Super NES turbo power in 1991. The series also pushed the N64 and GBA to their limits, fostering a racing genre that fed gamers' need for speed. Nintendo and Sega—specifically Sega's Toshihiro Nagoshi of Daytona USA fame—have created an F-Zero reality that will surpass every fan's wildest dreams. Between F-Zero GX for the Nintendo GameCube and F-Zero AX, the souped-up arcade version, the F-Zero phenomenon will soon change the world.

MULTIPLE MODES

Grand Prix mode is enough to keep players enthralled for eons. When you factor in F-Zero's arcade connection—the ability to load your F-Zero GX vehicle into F-Zero AX with a Memory Card—you've got the makings of a new national pastime. F-Zero GX has tons of game modes to help you hone your skills at home. With Time Attack, you can race against your best time on specific tracks. Vs. mode lets you compete against as many as three other players. In Story mode, you can witness the high-stakes drama behind the scenes and run missions that will tax your skills in complex ways on the tracks. Annihilate competitors in a quick race or build your career—F-Zero GX has a lot under the hood.

Two, three or four competing players can take on Vs. mode—and the speed and graphic power stay just as supercharged.

With 29 other racers on the course with you—and millions of players hitting the F-Zero GX and F-Zero AX competitions all over the planet—you'll want to stand out from the crowd. In Custom mode, you can use tickets that you win in races to buy vehicle parts—hulls, boosters, cockpits and more. Over time, you can build a tricked-out vehicle that fits your style of racing. There's lots of potential. More than 8,000 unique racing machines are possible.

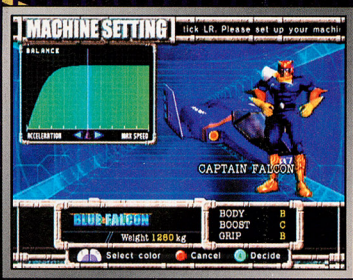


F-Zero GX pushes the series in a new direction with its Story mode. You'll see the rivalries at play on the tracks as you complete missions and challenges. Will you still admire your fave driver after you see his or her true colors in Story mode?

PURE F-ZERO

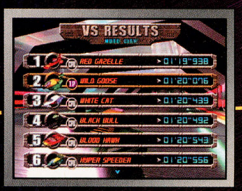
F-Zero GX is a quantum leap beyond its predecessors, but the concept remains the same. You'll select a hovercraft and face 29 drivers in a race that moves unbelievably fast. But GCN-fueled speed isn't all F-Zero GX offers. You'll be agog over the 20 detailed racetracks and 30 vehicles, and distracted by all the environmental eye candy that rushes by. You'll want to study the details of star cities like neon-bathed Mute City and overgrown Green Plant, but you'll be too busy hanging onto first place by the skin of your teeth. Over the next four pages, we run a few trial races with some of our most beloved returning characters. Hang on tight.

The other 29 racers are bent on victory, and you'll feel it. Each of their vehicles has unique strengths. After some time on the tracks, you'll learn which craft tend to fly by and which will bash into you.



After you select a vehicle, you can doctor its acceleration and maximum speed. The faster it accelerates, the lower its maximum speed—and vice versa.

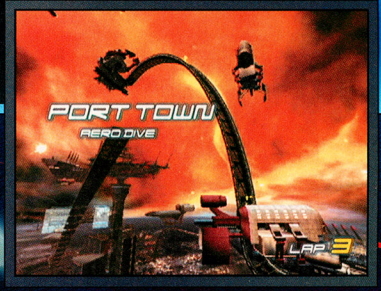
In the first lap, you'll rely heavily on boost pads. In the second and third laps, your vehicle can use its turbo. Your track attack will be radically different.



F-Zero GX is faster than you can imagine, and its drivers are unbelievably aggressive. Milliseconds usually separate the winner from the losers.

CAPTAIN FALCON TEST-DRIVES PORT TOWN'S AERO DIVE

Port Town's Aero Dive course lashes the sky. After you veer through low-lying swerves, you'll rocket up a slope so steep that it's an insult to gravity—then fly from its wicked zenith to thunder down a cascading track that wraps up the lap.



BLUE FALCON

Until you're ready to gamble on other hovercraft, Captain Falcon's racer is a reliable choice. With the Blue Falcon's good Grip and Body ratings, you'll have an edge in Aero Dive's cluster of tight turns—and you'll suffer less damage when competing with vehicles that crowd the bends. Maximize the advantage, because the vehicle's low Boost will be a drag in the boost-pad-heavy stretches.

Body:	B
Boost:	C
Grip:	B
Weight:	1,260 kg

JODY SUMMER TAKES ON AEROPOLIS'S MULTIPLEX

If heights terrify you, the Aeropolis Multiplex will be your worst nightmare—and a sick thrill ride for the rest of us. You'll be upside-down much of the time. Thank the technogods for centrifugal force.

WHITE CAT

Jody Summer's vehicle has poor ratings for Body and Boost. You won't want to set the White Cat loose on narrow tracks filled with boost pads—you'll be torn apart in the dog-eat-dog fights around the pads. But Jody's vehicle is perfect for the Multiplex. The vehicle will dominate the track's sadistic curves with its awesome Grip rating, which also makes the breakneck 90-degree turns a breeze.

Body:	C
Boost:	C
Grip:	A
Weight:	1,150 kg

Lots of room to move at the start.

But you gotta hit those boost pads.

And not get . . . distracted . . .

. . . to make the most of the jump.

Turbo pads are scattered throughout the track—hit one to make your velocity shoot through the roof for a short time.

To grab big air off of jumps, pour on turbo just before you hit the ramp in the second or third lap. You'll rocket ahead of the competition.

During the the first lap, you can use only turbo pads to boost. During the second and final laps, you can activate your vehicle's turbo power.

You can activate turbo at any time on the last two laps. Each boost cuts into your energy, so exploit it only when it's most useful. You'll have few opportunities to recharge on power strips.

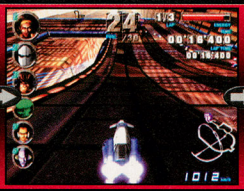
Recharge before the final two laps.

Then turbo through the turns.

Rip through the final power strip . . .

. . . to steal victory from your foes!

Whiplash right from the start.



And 90-degree turns don't help.

Don't eat dirt—you'll lose speed.

Laser fences won't stop plunges!

To take sharper turns, use the L and R Buttons. If your Grip rating is high, you can slide through, slick as quicksilver.

You'll often need to bank left and right as though your life depended on it—hold L or R to maintain your impossibly tight turn.

F-Zero GX's game play can be so fast that you'll have to burn courses into your memory—maybe even have them encoded into your DNA—to react fast enough. If you don't make a turn at just the right millisecond, you'll be toast.

The faster you go, the more white-knuckled you'll get in the turns. If you can't maintain control of your vehicle, you'll fly off the track and be retired from the race—much worse than landing in 30th place.

Blow your turbo on the first jump.

Aim at the strip below—recharge!

Don't overturbo on the last laps . . .

. . . or you'll face early retirement!

SAMURAI GOROH SLICES THROUGH LIGHTNING'S LOOP CROSS

Some courses require more than hyperdexterity. In harsh conditions, races can devolve into vehicular-slaughter sessions that demand survival instincts. Lightning's Loop Cross will flip you every which way along its narrow tracks and bottlenecks.

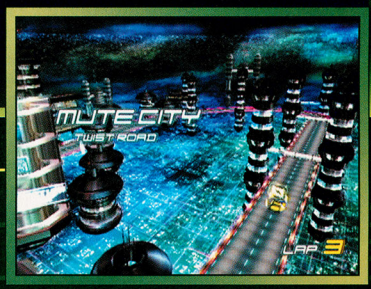
FIRE STINGRAY

Traffic jams, electric distractions and a course even more twisted than your guts will be after a single lap—Loop Cross demands a vehicle that cuts through the madness. Samurai Goroh's racer does the job. The Fire Stingray's Grip helps it take turns easily. And though it's got dismal Boost power, its high Body rating lets it muscle through stretches with nary a scratch.

Body:	A
Boost:	D
Grip:	B
Weight:	1,960 kg

PICO CHALLENGES MUTE CITY'S TWIST ROAD

Courses like Mute City's Twist Road let you open up the throttle all the way. Despite the name, the course is light on turns, so you can maintain your eyelid-peeling speed for long periods—if you can grab onto each turbo-pad-fueled boost.



WILD GOOSE

Some vehicles are made for tearing up straight tracks, like Pico's Wild Goose. Its mediocre Grip won't matter much, while its good Boost and Body will maintain bullet-train momentum. You might even railroad the competition into retirement.

Body:	B
Boost:	B
Grip:	C
Weight:	1,620 kg

Minimize collisions in the first lap. Make split-millisecond decisions. Try to claw up to the front. Then hang onto your lead in turns.

You can change your perspective to get a bird's-eye view of the track and your competitors—the additional sensory data can help you survive.

Metal tracks provide less traction, so you'll slip and slide all over the place, especially if you crash into and rebound from competitors.

You can deliver spinning attacks to nearby vehicles. If they take enough damage, they'll be forced out of the race.

Your energy takes a hit every time you collide, so you'll need to suck up energy from power strips just to stay in the thick of the race—especially if you're using a battering strategy to eliminate racers.

Second lap: Attack, attack, attack! And reenergize your vehicle body. Third lap: Smash, bash, destroy! Crush your foes to eke out a win.

Leech speed from each turbo pad! Make like a bullet through strips. Execute lots of spin attacks. You'll gnash your way to victory!

You can change perspective to a cockpit view—thus jacking your nervous system directly in to the visceral thrills.

When using the cockpit perspective, you won't suffer dizzy spins when you attack—you'll still stare face-forward!

POUR IT ON

When F-Zero GX hits stores on August 25, it will revolutionize the series—and signal the worldwide race to be the best F-Zero racer on the planet. When F-Zero AX speeds into U.S. arcades, you can face tracks with even more intense graphics while seated in a cockpit that rocks from the action. Best of all, you'll be able to acquire new parts for your racer, then take your modified vehicle home to race on your GCN. F-Zero is about to get a whole lot bigger.

F-ZERO AX

The Show Is Over,
but Our Coverage Has Just Begun!

E3 2003 WRAP-UP

A Fantastic Showing!

Take dozens of companies, hundreds of games and thousands of rabid fans and place them inside one building—what do you get? You get E3, of course, and this year's show was quite a party. Nintendo's classy, all-white booth stole the show with its space-age look and spacious interior, but the games were the real star. And while the big N put an emphasis on games with connectivity—like Final Fantasy: Crystal Chronicles—there was plenty of fun to be had elsewhere. Come with NP as we reflect on the show and some of its biggest games. Because we have only 10 pages, we can't possibly cover every game, but you can turn to Epic Center, Pokécenter, Game Watch and Nintendo Connects for more coverage. Also note that many of the screens are in-development shots and not representative of the final product.

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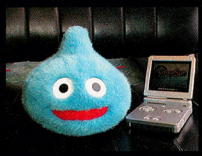
ALAN GOES TO HOLLYWOOD!

Alan Averill is a long-time writer for Nintendo Power, and this was his first chance to attend E3. (Why is he a Dragon Warrior Slime? Because low-level monsters work for nothing.) On the first day, Alan had a chance to play his GBA SP at the airport and see famous Hollywood sights like Grauman's Chinese Theatre, the William Shatner star on the Walk of Fame and an unattractive Elvis impersonator.



NINTENDO

MARIO KART: DOUBLE DASH!!

Mario Kart: Double Dash!! was the most popular title at the Nintendo booth. Eight Nintendo GameCubes were linked together to create a racing spectacular that had everyone from fanboys to businesspeople taking a turn at the wheel. The two-character kart system adds a huge strategic element to the game.

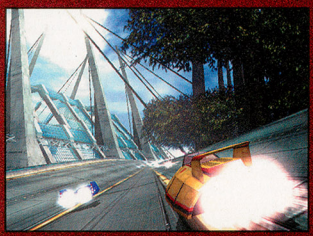
GEIST

One of the biggest surprises of the show, Geist made quite an impact with its fresh story and totally original game play. You begin the game as a ghost, then possess people whenever the mood strikes you. Once you take over a body, you can open doors, fire weapons and more.

The graphics in Geist are fantastic. When you are a ghost, everything has a dreamlike quality—almost like a slow-moving motion blur. As a ghost, you can scare people by knocking books off shelves and closing their laptop computers—an activity that amused gamers to no end.

F-ZERO GX

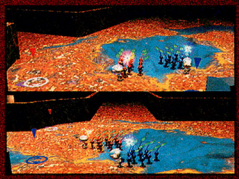
The fastest racing game at the show blew everyone away with amazing graphics and a flawless frame rate.



F-Zero GX caused mouths to drop every time a race started. Though only four tracks were available on the E³ demo, that brief taste of futuristic speed left gamers wanting more. The GCN version's big brother, the F-Zero arcade machine, had a huge line of people waiting to play from the moment the show opened.

PIKMIN 2

If wagging tongues are any indication, the new multiplayer aspect of Pikmin 2 was a popular addition. The demo also showed lots of new areas, including one that looked like a sidewalk and one that appeared fire-based. Captain Olimar may have a tough time bringing everyone home safely—but the elimination of the 30-day time limit should help.



METAL GEAR SOLID: THE TWIN SNAKES

Most die-hard Metal Gear fans consider Metal Gear Solid the best game in the series, so news of a remake was met with cheers. We interviewed two integral project members: Hideo Kojima of Konami and Denis Dyack of Silicon Knights—the company developing MGS:TTS.

Hideo Kojima is the creator of the Metal Gear franchise.

NP: Did you work on the original Metal Gear Solid for the NES?

HK: I made the original Metal Gear Solid for a Japanese system called the MSX—which was kind of like a personal computer. Konami later ported it over to the NES.

NP: What makes a game fun to play?

HK: Great control. Sound, graphics and story are all byproducts. The control must be good for you to experience the game. I learned that by playing Mr. Miyamoto's games.

NP: Is Solid Snake based on anyone?

HK: The Solid Snake in Twin Snakes is not. The original Snake from the MSX Metal Gear game was based on Christopher Walken.

NP: Besides the new graphics and sound, are there any big changes between Metal Gear Solid and Metal Gear Solid: The Twin Snakes?

HK: The story line is the same. People like the story line of Metal Gear Solid, but they enjoy the game play of Metal Gear Solid 2 [Sons of Liberty]. So we try to blend those two elements. The polygon [cinema] scenes in Metal Gear Solid: The Twin Snakes have also been enhanced. We spent over two months doing motion capture and making sure that everything was correct, and we also brought in a Japanese film director to help us.

NP: Will MGS:TTS use the same voice actors as MGS?

HK: Mostly, yes. Most of the main characters will remain the same.

NP: What gave you the idea to create a stealth/action game?

HK: I had always liked adventure and spy novels. When I first started at Konami, they wanted me to make a war game. But war games require lots of enemies and bullets, and the MSX wasn't able to do those things. So instead I came up with a game where you had to sneak around and there were very few enemies, and if they found you the game was essentially over. The thrill and tension were very good. It's like in a movie where you are hiding from someone and you knock something over and they hear you—I wanted to create that. When I first showed the idea to my team, they were skeptical. They said "What fun is it to run away from your enemies all the time?"

NP: There is a strong anti-nuclear theme in MGS. Is that a personal issue for you?

HK: Yes, it is very important to me, although my team doesn't really care. *(laughs)* My parents survived the Tokyo bombing in World War II—not the atom bomb, but the other bombings—and they would often talk about how bad it was.

NP: Which MGS character do you relate to?

HK: Hmmm. Liquid Snake.

NP: Why?

HK: Do you remember that part in the trailer where Liquid says "I'm you! I'm your shadow!" Well, that's me. I've always been in the shadows and staying out of the sunlight.

NP: Thank you very much.

Denis Dyack is the president of Silicon Knights.

NP: Tell us a bit about MGS:TTS and how Silicon Knights got involved.

DD: Mr. Miyamoto and Mr. Iwata and I were talking about future projects, and then we went to lunch. [They] sat down next to me and I was like "Oh! What's happening?"

NP: Scary?

DD: *(laughs)* No, no, never scary. Those guys are the best in the world and I love working with them. So we were just talking casually and [Mr. Miyamoto] goes, "So, Denis, would you like to get Metal Gear Solid?" And then he said that they had been working with Mr. Kojima and wondered if we would be interested in bringing it to the GCN. MGS is one of my favorite games of all time, so I said, "Sure, yeah, fantastic."

NP: Explain the difference between improving a project and creating something that's totally your own.

DD: Clearly this game is Mr. Kojima's baby, and when we're going to do a remake of it, it has to have the spirit of the first game. That's essential. However, the amount of changes that we're doing are fairly significant. All the "gimmicky" things you can do in MGS2 you can do in MGS: TTS, and that really changes the game play a lot. For example, in MGS2 you can put people in lockers and hide in lockers. Well, there's no lockers in the first game or the design or anything. Plus the AI is much more sophisticated in MGS2. So we've got to incorporate all that but still keep the spirit of the first game, which is challenging. Also all the cinematics are being redone. So . . . we really want to take what was best in MGS and what was best in MGS2 and merge it into an experience that's unique and exciting for someone who's played the first one. Because there are huge numbers of fans for MGS, and it's kind of pointless to create something that's just a total conversion and say, "Oh, here it is, it's running on the GCN now." No one would be interested in that. And at the same time, we have to make it a great experience for those who haven't played the first one at all.

NP: What can you say to fans of MGS who may hesitate on MGS: TTS?

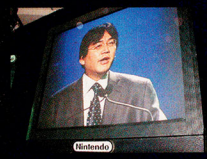
DD: The first thing is, if you really compare the differences between MGS and MGS2, the amount of game play you can do—like throwing people over guardrails, hiding people in lockers, the first-person mode—they significantly change the experience when you play the game. There's different radar modes, the guards are far more intelligent . . . so imagine taking all those different game-play mechanics and having them in the first game. On top of that, we're going to add GCN-GBA connectivity features that are really going to enhance game play modes unique both to MGS and MGS:TTS. We're also looking at the first game and seeing what we can improve upon with the technology we now have—such as with the boss fights. So there's going to be change beyond that, too. It's definitely not a port—it's a complete remake. If you love the first game . . . we love the first game, and it's our job to make sure it's an experience and worthwhile for people who have already played the first one.

NP: Who is your favorite character in MGS, and who do you identify with the most?

DD: The first one's easy. Cyber Ninja. No question. Love Cyber Ninja. Who do I identify with? Whoa, jeez. I don't know about that one. I'm a big martial arts fan. So in some sense, Cyber Ninja's vision of purity in fighting I really appreciate. I guess I can relate to a lot of the characters because a lot of them are really good in general, so I guess I'll play it safe and go Cyber Ninja again. I don't want to give away any story, but the character has some issues *(laughs)*.

NP: Thanks for talking to us.

To read the complete interviews with Denis Dyack and Hideo Kojima, go to www.nintendo.com and search for "The Twin Snakes."



MARIO PARTY 5

The Mario Party playfest continues with another installment on the GCN. The newest title boasts over 60 new minigames, new playable characters, a more expansive one-player mode and plenty of multiplayer mayhem. It's a party in a box—and everyone's invited!

Some games have an everyone versus Bowser mode. Another new feature is the Koopa Kid brigade—a trio of computer players that take turns simultaneously so as to reduce human player downtime.

1080° AVALANCHE

Wave Race: Blue Storm favorites Akari Hayami and Ricky Winterborn take to the slopes in this gorgeous snowboarding game. We saw a number of players grimacing at their in-game wipeouts, comparing the realistic physics to crashes they had taken in real life.

Everyone was excited about the avalanche feature, though no one triggered one while the NP Krew was around. The game also has realistic weather conditions and a large stable of grabs, grinds and other tricks.

FIRE EMBLEM

RPG fans have been waiting for an English Fire Emblem game for over a decade, so the Fire Emblem station at Nintendo's booth was filled by a steady stream of hard-core gamers. Newcomers often came over to see what the fuss was about, then stayed to play.

Fire Emblem features a combination of strategy and RPG elements. The series is wildly popular in Japan—the new GBA title is the first to appear in North America.

SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3

Many people consider Super Mario Bros. 3 to be the best Mario game ever. At the Nintendo press conference, an entire room of journalists broke into cheers when footage of the game played on the big screen.

Super Mario Advance 4: Super Mario Bros. 3 combines a really long title with really fun game play. Soon you too will be able to play a whistle while wearing a Tanooki suit and flying through the air.

FINAL FANTASY

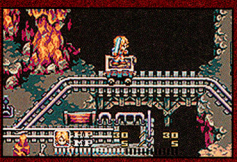
There were two all-new Final Fantasy games shown at E³: Final Fantasy: Crystal Chronicles and Final Fantasy Tactics Advance. The titles were equally popular at both the Nintendo and Square Enix booths. Check Epic Center and the connectivity article for more info.

Four GBAs were connected to FF:CC, giving E³ attendees their first taste of RPG connectivity.

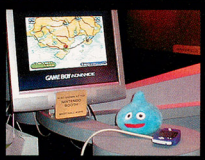
The hardest part of FFTA was waiting for the guy ahead of you to put down the GBA so you could play. Luckily, the Nintendo booth models kept things under control.

SWORD OF MANA

Secret of Mana and Secret of Evermore were two of the most popular Super NES games ever, and the newest game in the series—Sword of Mana—was an E³ fave. Someone even spotted the Epic Center faithful elbowing people out of line so they could play the game.



Sword of Mana is actually a prequel to the Super NES Mana titles. Like those games, it features real-time combat and a sprawling, twisting story. The hero is also a gladiator—cool!

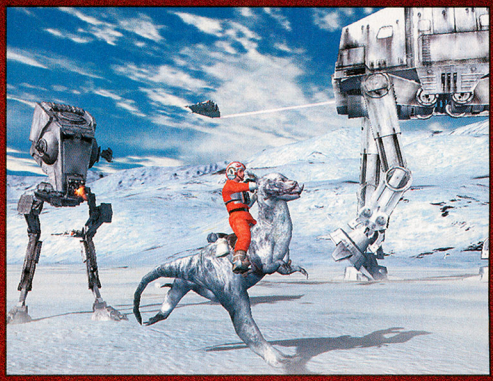


On Wednesday, Alan met Mr. Miyamoto—who is the nicest guy ever. He also hung out at the Square Enix booth (who says you can't go home again?) and listened to Nintendo's president, Mr. Iwata. (The folks in the second-from-the-left photo are Alan's NP travelling companions, Scott Pelland and Jessica Joffe Stein.)

LUCASARTS ENTERTAINMENT

STAR WARS ROGUE SQUADRON III: REBEL STRIKE

Rebel Strike is a GCN exclusive, and many a fanboy of other systems had to be led away from the game in tears. The on-foot portions of the game were great—and, of course, the space combat was amazing.



Rebel Strike can have dozens of ships on the screen without dropping a frame. The game also contains *every single mission* from *Star Wars* Rogue Squadron II: Rogue Leader—all playable in two-player co-op mode! If that doesn't get your wookie roaring, we don't know what will.

GLADIUS

Everyone was surprised by Gladius—a title that LucasArts has kept close to the vest for a while. Expected to ship later this summer, the title is a combination of RPG, strategy and action. To win, you must assemble a crack team of gladiators and take on all comers.

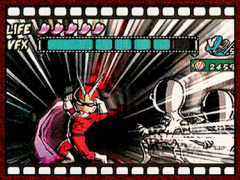
Gladius has a lot of little elements that add up to an incredibly fun title. For example, there are five different meters that you must hit at the right time to increase the power of your attack. Since you never know which one will pop up, the variety keeps battles from becoming tiresome.

There are two separate story lines in the game, and as in Enter the Matrix, they intertwine. Some of the character designs are also really far-out. Check out the burly Minotaur in the middle left screen above—now there's a fighter for the ages.

CAPCOM

VIEWTIFUL JOE

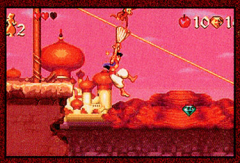
Every E³ has one game that blows everything else out of the water in terms of cool, and Viewtiful Joe was the clear winner this year. With a hip comic-book look and incredibly stylish moves, Joe had gamers everywhere shouting "Viewtiful!"



Slow down time, speed up time, smack robots around. It's all in a day's work for the movie star superhero with a smokin' red outfit.

DISNEY'S ALADDIN

The popular Disney movie *Aladdin* has inspired a GBA game! You take on the role of Aladdin and his monkey friend , Abu, as they try to outwit the evil Jafar. The action is classic side-scrolling mayhem.



No Aladdin game would be complete without a flying carpet, so naturally you'll be able to soar through the skies on a shag rug—when you're not taking out snakes or sliding on ropes, that is.

GOTCHA FORCE

Another GCN exclusive, Gotcha Force is a 3-D shooter in which toylike units blast each other in a battle for supremacy. There are over 100 different units in the game, including robots, humans, monsters and more. Each unit can be tweaked by trading for new, more powerful parts.

Gotcha Force was one of the more unusual-looking titles at the show. The multiplayer mode—which lets up to four players go at it—was a clear fan favorite, as was the ability to use mighty kung fu.

P.N. 03

Good-looking people are always appreciated at the show, and they don't come any sexier than the star of P.N. 03. The game's pulsing techno soundtrack and crazy moves had players coming back for more.

Ever wanted to destroy robots by shooting beams of energy from your hands? So have we—and you'll be able to do just that this fall!

DISNEY'S MAGICAL QUEST 2 STARRING MICKEY AND MINNIE

The original Magical Quest looked simple but proved to be deceptively challenging—and the new game promises more of the same.

Magical Quest 2 sports lots of levels and plenty of familiar Disney faces. Bad Pete even makes an appearance in one area.

ONIMUSHA TACTICS

The Onimusha series has always been about samurai warriors chopping each other with swords, but Onimusha Tactics stands the series on its ear by adding a liberal dose of strategy.

It's hard to play strategy games at E³—since they take a while to get into—but OT looks to be a winner.

AND THAT'S NOT ALL . . .

Capcom had a couple of highly anticipated games in video form only—Killer 7 and Resident Evil 4—and both games looked absolutely stunning. The creator of Resident Evil, Shinji Mikami, promised that RE 4 would be superscary and implored gamers, "don't pee your pants."

The Nintendo press conference had a lot of surprise visitors, including Will Wright (the creator of The Sims), Hideo Kojima and Mr. Miyamoto. After the conference, journalists lined up to get Nintendo swag—look at those crowds! Oh, and check out the nice Natsume employees. Now there's a happy slime.

ELECTRONIC ARTS

THE LORD OF THE RINGS: THE RETURN OF THE KING

Tolkien fans were among the happiest people at the show. The new game has more playable characters (including Gandalf, Sam and Frodo), fully destructible environments and a two-player co-op mode. There was also a special video message from Peter Jackson at EA's booth.

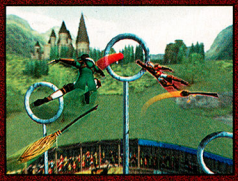
JAMES BOND 007: EVERYTHING OR NOTHING

The newest game in the James Bond franchise featured a surprising new twist—the entire game is in third person! You'll be able to watch James as he mows down the baddies.

EA was proud of how its Bond games are becoming more like the films. In the latest bit of celebrity news, Shannon Elizabeth—star of such movies as *American Pie* and *Scary Movie*—has been signed to play a Bond Girl in the new game.

HARRY POTTER: QUIDDITCH WORLD CUP

Who hasn't wanted to play a round of Quidditch with the Hogwarts kids? The new game should appeal to action and sports fans alike.



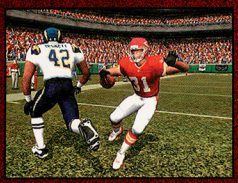
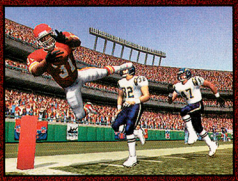
You can play as a number of popular characters, including Draco Malfoy and Harry Potter himself. The title follows all the rules of classic Quidditch—and if you don't know those, it's time to head for the library before the game comes out!

MEDAL OF HONOR: RISING SUN

MOH:RS was shown in a special theatre that resembled the inside of a World War II battleship. Viewers were treated to a 15-minute demo that took them through the opening level—the attack on Pearl Harbor. Words can't being to describe the game's realistic feel. Many journalists were cringing when they heard bullets fly overhead.

MADDEN NFL 2004

The series that defined what a football game is supposed to be is back in a big way. Madden NFL 2004 has improved graphics (is that even possible?!), accurate rosters and more plays than you can imagine. And if that isn't enough for you, you can always sit down with John himself and draw up your own crazy plays.

All EA Sports games have the new EA Bio feature—a system that records the time you spend playing EA Sports titles on your Memory Card and unlocks hidden features. If you play enough Madden, for example, you might unlock a new club in Tiger Woods!

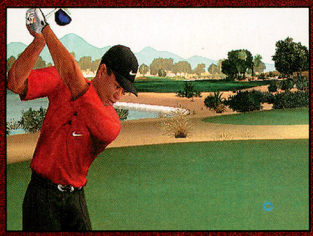
NBA LIVE 2004

It's been a while since the NBA Live series has appeared on a Nintendo console, but the wait has been worth it. The new game features up-to-the-minute rosters and tons of modes—including create-a-player and franchise. Marv Albert and Mike Fratello provide the commentary.

Offense has never been a problem in basketball games, so NBA Live 2004 has focused on improving defense. Don't expect to waltz into the lane for an easy bucket every time down the floor (unless you're playing against the Nuggets).

TIGER WOODS PGA TOUR 2004

Golf is no longer a humdrum sport for the rich—now everyone wants to get into the game with Tiger and his pals.



Golf's new popularity was evident at the show, as the lines to play Tiger Woods were very, very long. The new game has a deep create-a-golfer mode, as well as dozens of real-world clubs, gloves and balls for you to purchase and use.

NCAA FOOTBALL 2004

The NP Krew favorite is back with more modes, more teams and . . . well, more of everything. EA has added dozens of new teams (many from very obscure conferences), lots of old-time uniforms and over 300 college-specific chants. You can even tear down the goalposts after a big win—now that's football!

Wow, a taxi ride! And giant Pokémon! And a snazzy bellhop! And some lady dressed up like a Russian soldier! You see all kinds at E3, and photos can't do justice to the sheer amount of noise and activity that's going on at all times. Oh, and check out that poor, dark Sony booth. No one came, so they just shut down early.

BEST OF THE REST

NAMCO

SOUL CALIBUR II

Namco had an SC II contest at the show—the winner got a sword!

SPAWN

Spawn is a 3-D adventure game with more than 30 levels.

EXTREME FORCE: GRANT CITY ANTI-CRIME

A Dead to Rights sequel of sorts—but this time you play as the police!

I-NINJA

I-Ninja has very creative moves and levels—it could be a sleeper hit.

UBI SOFT

XIII

XIII merges a solid FPS with comic-book graphics. An artist was even on hand to sketch people's faces and place them in the game.

PRINCE OF PERSIA

Prince of Persia won raves for its stunning graphics and perfect play control. The ability to slow down time is a fun touch.

BEYOND GOOD & EVIL

The creators of Rayman have another great title on their hands.

SEGA

BILLY HATCHER AND THE GIANT EGG

Mr. Naka's first original character in years had audiences hopping—and it's a GCN exclusive! The title is due out later this year and features a boy in a chicken suit who attacks his enemies with eggs.

SONIC HEROES

Sonic, Knuckles and the rest of the gang team up for wacky platform action. It's the first all-new Sonic game on a Nintendo system in some time.

SONIC BATTLE

Sonic is still one of the most popular characters in video games—as evidenced by the long lines at the Sonic Battle demo.

NATSUME

HARVEST MOON: A WONDERFUL LIFE

HM: AWL is due to ship in October. You can live 30 years, get married, have kids (and watch them grow!), tend animals, raise new crops and participate in a host of other activities.

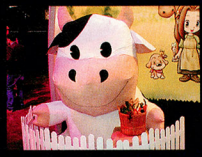
HARVEST MOON: FRIENDS OF MINERAL TOWN

Friends of Mineral Town can link with A Wonderful Life to unlock dozens of surprises and secret events.

ACTIVISION

PITFALL HARRY

The new Pitfall is a platformer with plenty of action elements.



TRUE CRIME: STREETS OF L.A.

They mapped 240 square miles of L.A. for the game. It boasts a huge cast of A-list voice actors—like Christopher Walken—and a hip-hop soundtrack.

X-MEN LEGENDS

The X-Men game is being developed by former computer game designers Raven. It's a combination RPG and action title.

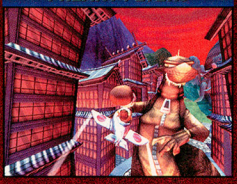
ATLUS

GO! GO! HYPERGRIND

A title from the creators of *Ren & Stimpy*. Skateboarding characters earn points by injuring themselves.

MIDWAY

FREAKY FLYERS



Freaky Flyers is so large, Midway is putting it on two GCN discs. The level design is amazing.

ROADKILL

Cars meet carnage in a post-apocalyptic racing game. Think Vigilante 8 with attitude.

MORTAL KOMBAT: TOURNAMENT EDITION

The newest game in the Mortal Kombat franchise is a four-player GBA exclusive.

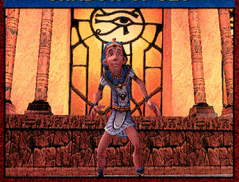
BANDAI

DIGIMON BATTLESPIRIT 2

The GBA Digimon game lets you transform into a powerful beast. There's also a GCN title on the way.

THQ

SPHINX AND THE SHADOW OF SET



THQ is banking on this game to be a big hit—and it's rightfully proud of the sleek graphics and high production values.

TAK AND THE POWER OF JUJU

Tak combines puzzle-solving with platform elements to create a fun, unique world. And who doesn't like slinging monkeys through the air?

HOT WHEELS: HIGHWAY 35 WORLD RACE

Race in one of 15 cars across outrageous tracks that feature volcanoes and other obstacles.

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM

Mr. SquarePants makes a return visit to the GCN in an all-new adventure. The graphics and game play are familiar, yet fun.

What a Party!

We spent three days running back and forth through the Los Angeles Convention Center—and we easily could have used three more. Unfortunately, 10 pages aren't enough to show all the amazing games that are coming to Nintendo systems in the next year. Titles that we didn't get to cover include NHL Hitz Pro, NFL Blitz Pro, The Suffering, ESPionage, The Four Horsemen of the Apocalypse, Cartoon Network Speedway, R: Racing Evolution, Spider-Man 2, Goblin Commander: Unleash the Horde, Micro Mayhem, Mario Golf: Toadstool Tour, Kirby Air Ride and many, many more. Some of the games are covered this month in Epic Center, Pokécenter, Game Watch and Nintendo Connects, and you can be sure we'll tell you about the whole lineup in upcoming issues. Until then, we're off to soak our aching feet in a basin of warm saltwater and get ready for next year's show. Hope to see you there!

On the last day, Alan met up with Brian, Oliver and Adam from V-Design, a production company that helps out with Nintendo Power. There was also a car wreck, a chance to compete for a Soul Edge at the Namco booth and the world's most expensive hamburger. All in all, it was a show to remember!

CELEBRATING 15 YEARS!

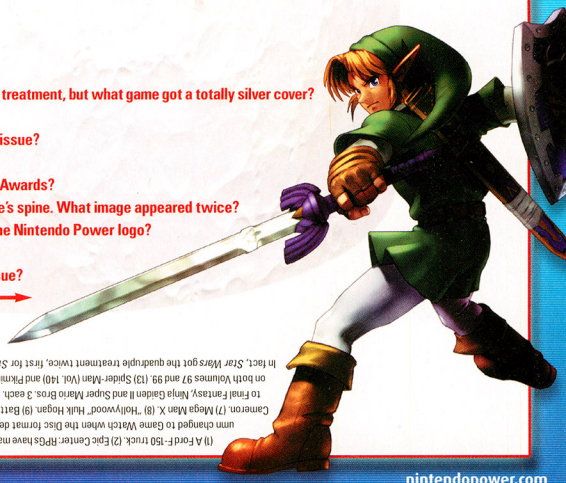
NINTENDO POWER®

WE'RE THE BEST MAG. YOU'RE THE BEST READERS.

We appreciate how long you've all been reading Nintendo Power, so to celebrate Nintendo Power's 15th year, we've cooked up a quiz that will measure how many of our magazine covers—and how much of our coverage—you've absorbed over the last decade-and-a-half. If any of the q's stump you, check out the answers at the bottom of the page.

TEST YOUR NP IQ

1. What's the heaviest prize that we ever gave away in Player's Poll Sweepstakes?
2. Which column vanished from NP and then valiantly regained its rightful place in NP in recent years?
3. What was Game Watch formerly called way back in Volume 1?
4. How many times has Mario been on the cover?
5. What was the longest running comic series?
6. Who was NP's first celebrity interview?
7. The Legend of Zelda games have sometimes gotten the gold cover treatment, but what game got a totally silver cover?
8. Which pro wrestling star first dominated the cover of NP?
9. What game got the most pages of strategy coverage in a single issue?
10. Who was the first person to appear on the cover?
11. What game took Best Overall Game in the first Nintendo Power Awards?
12. NP reveals character images, one piece at a time, on each volume's spine. What image appeared twice?
13. What games were featured on the two covers that didn't have the Nintendo Power logo?
14. What issue had the most controversial cover image?
15. Which game franchise got four different covers for the same issue?



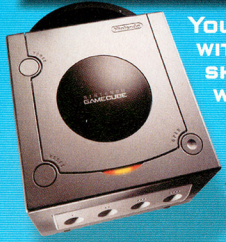
ANSWERS:

(1) A Ford F-150 truck. (2) Epic Center: RPGs have made such a major comeback on Nintendo systems that Epic Center returned. (3) Pak Watch: The column changed to Game Watch when the Disc format debuted for the GCN. (4) Mario appeared on 19 covers. (5) Howard and Nester. (6) Kirk and Candace Cameron. (7) Mega Man X. (8) "Hollywood" Hulk Hogan. (9) Battletoads. The game received a whopping 36 pages in Volume 25. An entire issue of NP was devoted to Final Fantasy. Ninja Gaiden II and Super Mario Bros. 3 each. (10) Jack Nicholson. (11) Zelda II: The Adventures of Link. (12) Mario's eye. The same image appeared on both Volumes 97 and 99. (13) Spider-Man (Vol. 140) and Pikmin (Vol. 152). (14) Volume 2, which featured Castlevania II and Dracula's severed head. 15) *Star Wars*: In fact, *Star Wars* got the quadruple treatment twice, first for *Star Wars*: Shadow of the Empire (Volume 92), then for *Star Wars*: Episode I: Racer (Volume 120).

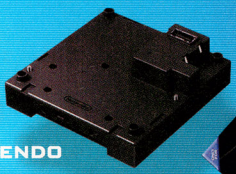
AND HERE'S TO 15 MORE!

ENTER TO WIN! IMPROVE YOUR NP IQ WITH THE SECRET TO OUR POWER: PLENTY OF NP AND PLENTY OF GAMES!

1ST PRIZE (1 WINNER)



YOU'LL TAP INTO NINTENDO POWER WITH A 1-YEAR NP SUBSCRIPTION PLUS SHOW OFF YOUR NP SUPERFAN STATUS WITH LOTS OF NINTENDO GEAR:



- 1 PLATINUM NINTENDO GAMECUBE
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- 1 PLATINUM GAME BOY ADVANCE SP
- 1 NINTENDO GAMECUBE GAME BOY ADVANCE CABLE
- 5 OF THE BIGGEST UPCOMING GAMES: MARIO KART: DOUBLE DASH!!, F-ZERO GX, SOUL CALIBER II, SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3 AND FINAL FANTASY TACTICS ADVANCE

2ND PRIZE (14 WINNERS)

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Official Sweepstakes Rules

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number and the words "Nintendo Power 15th Anniversary" on a postcard, and mail the entry to this address:

NINTENDO POWER
15th ANNIVERSARY SWEEPSTAKES
P.O. BOX 3480
REDMOND, WA 98073-3480

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 8/1/03 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 8/15/03, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 9/15/03. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 15 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 9/15/03) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: One (1) Grand Prize winner will receive a Platinum Nintendo GameCube (GCN) system, a Platinum Game Boy Advance SP (GBA), a Game Boy Player, a Nintendo GameCube Game Boy Advance cable, and a copy of the following games: Mario Kart: Double Dash!! for the GCN, F-Zero GX for the GCN, Soul Caliber II for the GCN, Super Mario Advance 4: Super Mario Bros. 3 for the GBA and Final Fantasy Tactics Advance for the GBA. Approximate Retail Value (ARV) of Grand Prize package is $530.00. Second Prizes: Fourteen (14) Second Prize winners will each receive a one-year subscription to Nintendo Power Magazine ARV: $60.00 each. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavit not returned to Sponsor within 45 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2003 by Nintendo of America Inc.

ALL THE EPIC THRILLS • BONUS MINI-GAMES • NEW

EVERYONE E CONTENT RATED BY ESRB
Violence

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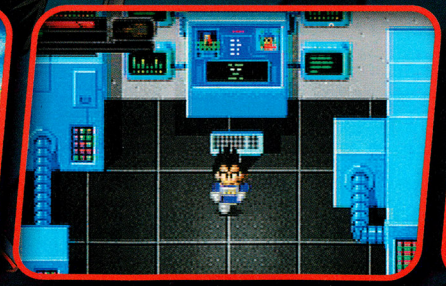
DRAGON BALL Z®

THE LEGACY OF GOKU II™

DRAGON BALL Z ACTION ADVANCE!

Atari's latest smashing DBZ title for the GBA, Dragon Ball Z: The Legacy of Goku II, spans three of the most memorable DBZ sagas—the Trunks Saga, the Android Saga and the Cell Saga. Jump into the action-packed single-player RPG as you fight to save the world with Gohan, Goku, Piccolo, Trunks and Vegeta.



BUILDING ON A LEGACY

Goku and the other Z Fighters have been through many battles together and even against each other, but nothing could prepare them for the trials that lie ahead. One careless moment will change the world—Goku let an evil scientist escape and continue with his demented plans. The Z Fighters think that Frieza and King Cold are the ultimate threat to the planet, until a mysterious young man appears from the future with grave, life-altering news. The Z Fighters heed his warning and prepare for the most difficult battle of their lives.

The Z Fighters sense two strong energies headed toward Earth. Fearing that Frieza and King Cold have returned to finish what they started years ago, the Dragon Warriors gather to face their foes in the Northern Wastelands.

Trunks visits Gohan and the other Z Fighters from the future to warn them of a terrible evil that will strike Earth. Dr. Gero is building androids whose sole purpose is to wipe out the Z Fighters and destroy the world!

THE SAGA BEGINS

Gohan has been gone for a year on a dangerous journey to defeat the evil Frieza once and for all. Back on Earth, Goku grows restless awaiting his father's return. Talk to Chi-Chi, then locate your math book on the second floor of your house. Climb out the window in your room and use the save point north of your house. Explore the eastern forest to find Frieza, and defeat him to awaken from the dream sequence. Talk to Krillin on the phone in your house, then go back outside and get your Saiyan Battle Armor. Trouble is coming and you need to be prepared!

As Gohan wanders through the forest near his house, he stumbles upon Frieza disguised as Goku. Use Gohan's energy attack or his physical attack to hit Frieza. Break the stones to find items that refill your health and magic.

After you defeat Frieza and talk to Krillin on the phone, head back outside. Walk through the door with the number two on it to enter the cave northeast of Gohan's house. Open the treasure chest to find Gohan's Saiyan Battle Armor.

Goku

GOKU ENDURES MANY PERILS DURING HIS QUEST TO PROTECT THE EARTH. HE WILL MAKE AN EXCEPTIONALLY POWERFUL SUPER SAIYAN WITH HIS FLURRY PUNCH, KAMEHAMEHA AND SPIRIT BOMB SPECIAL ATTACKS. YOU'LL CONTROL GOKU LATER IN THE GAME.

THE Z FIGHTERS

After you unlock a Z Fighter, you can step on a save point to switch between the Z Fighters available to you. Sometimes you won't be able to switch between fighters. Some quests and critical points in the story line require you to play as a specific Z Fighter—at such points, you'll find barriers that only one of the Z Fighters can step through. The number on the barrier indicates what level the Z Fighter must be at to break the barrier. The number's color indicates which Z Fighter can proceed through the barrier.

Each Z Fighter has a unique personality, fighting style and set of strengths. Fans of the *DBZ* animé series will appreciate how well each character is represented in Dragon Ball Z: The Legacy of Goku II. Press Start to view the character-status screen.

Save points serve two functions—to save your progress and to switch between Z Fighters that you've unlocked. Each Z Fighter will play a unique role in their quest to save the world—you can't always switch between them.

Z FIGHTER TECHNIQUES

The Z Fighters use legendary battle techniques that harness their energy, making them the toughest fighters in the world. Normal melee and energy attacks are available to each Z Fighter from the beginning, and special melee and energy attacks will be available only after you gain enough levels or complete the required training. Each Z Fighter also has a unique style and special attacks that no one else can perform. Eventually, characters other than Piccolo can turn into a Super Saiyan; Piccolo will turn into a Super Namek.

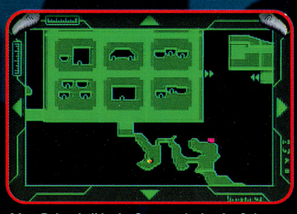
Normal attacks are faster to execute and take less energy, but they do far less damage than special attacks do. Normal attacks include kicks, punches and each fighter's basic energy attack.

Each Z Fighter learns unique special attacks that only he can perform. You must charge up special attacks before you can use them. As the fighters grow stronger, each one will learn a special melee attack and two special energy attacks.

ITEMS & GADGETS

You'll find helpful items that any fighter can use scattered throughout each area. The most common are stat-increasing capsules, which boost strength, power or endurance for one Z Fighter. You'll use unique items, such as keys, automatically when you approach the corresponding obstacle. Occasionally your friends will give you high-tech gadgets such as the Scouter.

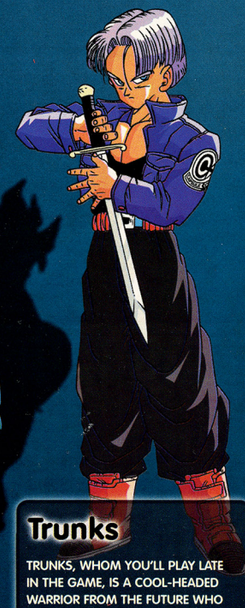
All items you obtain will appear on the items screen—press Start then R to access it. Some items replenish your health or magic or boost your stats, while others are associated with quests or are keys to locked areas. None of the Z Fighters can use quest items.



After Bulma builds the Scouter device for Gohan, you'll be able to view a map of the area you're in by pressing R. Blue dots are save points, yellow triangles are World Map Signs, yellow dots are Flight Circles and colored rectangles are barriers.

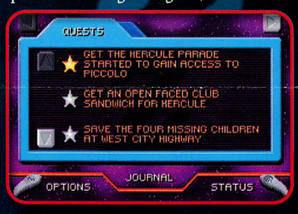
Piccolo

PICCOLO IS A WELL-ROUNDED WARRIOR AND THE ONLY Z FIGHTER WHO CAN TURN INTO A SUPER NAMEK. HIS SPECIAL ATTACKS ARE THE SPIN PUNCH, THE SPECIAL BEAM CANNON AND THE SCATTER SHOT. YOU'LL ASSUME PICCOLO'S CHARACTER SECOND.



SIDE QUESTS

As if the Z Fighters didn't have enough to worry about with the fate of the world in their hands, everywhere they go people need their help solving smaller problems. Side quests will appear in your journal after you've spoken to the people who initiate the quests. Some side quests offer special rewards for those diligent enough to complete them, but you must complete others to remove quest-stopping obstacles. You'll complete some side quests with a single Z Fighter, and others with multiple characters.



As you proceed in the main plot, you'll receive side quests. All side quests appear in your journal, which you can access by pressing Start then L. Some side quests can be completed by multiple characters—others are character-specific.

Side quests range from for-fun missions to tasks you must complete to proceed. Your first side quest is to find Gohan's math book. Later side quests send you off to save four lost school children, bring Hercule a sandwich and more!

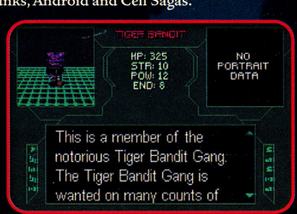
Trunks

TRUNKS, WHOM YOU'LL PLAY LATE IN THE GAME, IS A COOL-HEADED WARRIOR FROM THE FUTURE WHO PAYS A VISIT TO THE Z FIGHTERS. HALF-SAIYAN, LIKE GOHAN, TRUNKS IS THE SON OF VEGETA AND BULMA. TRUNKS'S SPECIAL ATTACKS ARE THE SWORD SLASH, THE BURNING ATTACK AND THE SWORD BLAST.

FRIENDS & FOES

Considering the army of bad guys out to get the Z Fighters, it's a good thing they have such loyal friends. You'll find many of your favorite characters and some of the most formidable foes from the *DBZ* anime series in Dragon Ball Z: The Legacy of Goku II. Friends such as Bulma, Master Roshi and Yajirobe will aid your quest by offering unique items, gadgets and training to the Z Fighters. As you proceed through the game, you'll encounter many of the Z Fighters' main enemies from the Trunks, Android and Cell Sagas.

The Z Fighters would have a much harder time keeping the world safe from harm if not for the help of their friends. Bulma will give you the Scouter, Master Roshi will teach you new attacks and Yajirobe will give you Senzu Beans.



After you get the Red Card for the Capsule Corporation Computer Room you can access the enemy database. To record enemy information with the Scouter press R then L then move the cursor over the enemy and press A.

Vegeta

VEGETA, THE QUICK-TEMPERED PRINCE OF THE SAIYANS, IS THE THIRD Z FIGHTER YOU'LL CONTROL. HE STARTS OUT AS ONE OF THE STRONGEST CHARACTERS. HIS SPECIAL ATTACKS ARE THE TWO-HANDED SMASH, THE BIG BANG ATTACK AND THE ENERGY PUNCH.

Gohan

GOHAN, THE HALF-SAIYAN SON OF GOKU AND CHI CHI, IS THE FIRST Z FIGHTER YOU'LL CONTROL. HE STARTS OUT YOUNG AND VERY WEAK. GOHAN SPORTS THE SUPER KICK, THE MASENKO HA AND THE KAMEHAMEHA SPECIAL ATTACKS.

RACE AGAINST TIME

Time is running out—Dr. Gero's androids grow stronger with each passing day. The prophecy Trunks foretold is drawing near. Can the Z Fighters save the world from destruction? Join Goku and his friends and use your Super Saiyan powers to change the future of the world!

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12.2001

Space epic storms Japanese arcades... becomes #1 shooter of the year

09.2002

The phenomenon hits home on Sega® Dreamcast™...overseas

04.2003

The cult hit comes to the U.S. for the first time...

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"Our *frothing demand* for this game *increases*."
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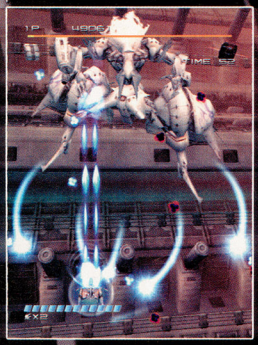

EVERYONE
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CONTENT RATED BY ESRB

VIOLENCE

NINTENDO GAMECUBE

Official Nintendo Seal of Quality

TREASURE VIDEO GAMES

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ATARI

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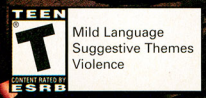
ENTER THE MATRIX™

WATCH THE MATRIX, LIVE THE MATRIX

With a plot that interweaves with this summer's smash, *The Matrix Reloaded*, and an hour of exclusive footage written and directed by *The Matrix* creators the Wachowski brothers, Enter the Matrix is a reality-bending adventure that no fan of the franchise should be without. Captain Niobe and First Mate Ghost take the lead. The path that you'll follow depends on the character you select.



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FIGHT

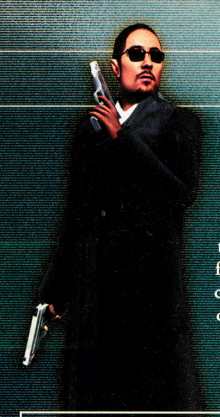
Punching and kicking are your bread and butter in Enter the Matrix. You'll fight your way out of many jams using your fists and feet.

SHOOT

A little gunplay helps you go a long way. Blast until your barrels are empty, then discard your weapon and pull out another one.

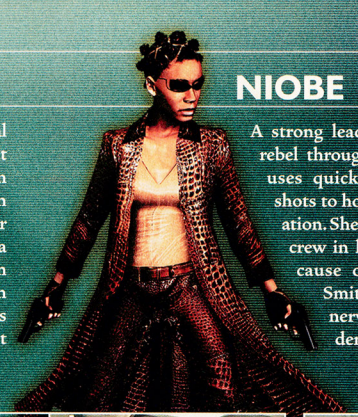
DRIVE

The best way to get anywhere in a hurry is to drive. Niobe is the primary pilot, but Ghost will take the wheel during one of his solo ventures.



GHOST

A weapons master and martial artist extraordinaire, Ghost thinks of his weapon as an extension of himself. He can almost will the bullets to hit their targets. When he's in need of a firearm, he can grab one out of an opponent's hands then fire it in one smooth, Focused move. As played by Anthony Wong, Ghost is one cool assassin.



NIOBE

A strong leader, flawless pilot and rebel through and through, Niobe uses quick moves and accurate shots to hold her own in any situation. She will put herself and her crew in harm's way to help the cause of Zion. Jada Pinkett Smith portrays Niobe with nerves of steel and a calm demeanor.

KNOW KUNG FU

By pressing A (punch), X (kick) and B (jump) and manipulating the Control Stick, you can pull off a series of amazing martial arts maneuvers. For details on executing every move in the book, consult the Tips section of the paused screen's menu.

DO THE IMPOSSIBLE

The characters' actions were choreographed by Yuen Wo Ping of *The Matrix* and *Crouching Tiger, Hidden Dragon* fame. The game's battles rival those of any action movie or fighting game—and since they're in the Matrix, they can defy the rules of physics.

FOCUS AND FIGHT

Bullet Time effects play a big part in the game. When your Focus meter has power, you can trigger the slow-motion action by pressing and holding the L Button. That's when the wall-walking, bullet-dodging air ballet begins. Some situations absolutely require Focus moves.

FOCUS GROWS

The Focus meter represents the Focus you have in reserve. As you battle bad guys hand-to-hand, your Focus meter will grow. Keep fighting to maximize your Focus.

HEALTH AND FOCUS REGENERATE

If you're low on Health or Focus, rest. After a few seconds, the meters will begin to refill. Their rate slows as they reach the top. Health does not regenerate in boss battles.

HACK IN

The Hacking system (accessible from the main menu once you've saved your progress) allows you to log in to the game's mainframe, activate cheats, download images, contact characters and unlock multiplayer battles. Follow the white rabbit and see how deep the rabbit hole goes.

Start by typing DIR to list the files on the A drive. Then select DIR from the Command list and choose one of the files to reveal more commands and parameters. Happy hunting!

01 GHOST EPICENTER

Your search for the *Osiris's* package has led you to the post office. If you're guiding Ghost, you'll take a short trip through the lobby to the main sorting room where the Epicenter section begins. Run down the stairs, climb over a fence and zigzag to the freight elevator.

NIOBE'S DIVERSION

If you're controlling Niobe, you can access the Behind the Scenes section from the men's restroom off the lobby or by way of an open door down the hall from the elevator. When you reach the Epicenter section, run through the middle of the sorting room to the freight elevator.

02 GHOST UNEXPECTED ARRIVAL

The battle will heat up and the techno will kick in after you get to the second floor. Use Focus moves to take out the guards and look for places to hide while your meters regenerate.

ENTER FIGHTING

You'll surprise a group of guards when you walk out of the elevator. Some will run. Two will stay. Jump to the closest table to pick up a pistol, a submachine gun and a health pick-up, then start fighting.

GAS AND GO

After guards gas the area, attempt a Focused jump to the air vent across the gap. If you don't make it, climb crates or a fence to rise out of the cloud.

CRASH COURSE

Sparks will tell you the location of a skylight. Stay above the gas cloud and jump to the area above the enclosed office, then drop through the glass.

03 GHOST REDIRECTED

Ghost's and Niobe's paths split halfway through the Redirected section. Both will face a formidable force of armed authorities. Accumulate weapons as you go.

FENCING FIGHT

After you cut through a small storage area, you'll get to an open room where guards will fire at you through a chain-link fence. Engage Focus and run the other way.

DEAD LETTER OFFICE

Following a quick discussion with Sparks, zigzag through an area where guards are waiting behind every corner. Defeat them and collect their weapons.

ELEVATOR ACTION

If you're controlling Ghost, Sparks will direct you to the elevator-control room. You'll reach the room after a detour through offices and storage areas. Push the red button to turn on the lobby elevator's power.

CONVEYOR BELT SHORTCUT

If you're controlling Niobe, you'll skip the Backtracking section by going through a passage that you unlocked in the Behind the Scenes section. On to Got It!

04 GHOST BACKTRACKING

The Ghost-only Backtracking section is a battle through the main sorting area. If you're running low on weapons, press Z in a Focused fight to strip guns from your adversaries.

RETURN TO THE THE SORTING AREA

The door to the next area is close to the place where Ghost started in the Epicenter section. Run to the far end of the sorting area and open the door at the base of the stairs.

05 GHOST GOT IT!

You're closing in on the package. If you're controlling Niobe, you'll start in the P.O.-box room. If you're controlling Ghost, you'll have to fight your way to the room.

HOLD THE ELEVATOR

Ghost will begin close to the post office's main lobby. Guide him through the lobby and to the passenger elevator, then go one floor up to the P.O. box room.

OPEN BOX 731 222

The package is in a P.O. box in a corner, across the room from a locked door. As you search for the box, you'll find a health-regenerating pick-up on a counter.

BATTLE IN THE CLOUDS

As soon as you grab the package, guards will fill the room with tear gas. Stay away from the gas clouds and fight. After all guards are gone, the elevator will open.

SHOOTOUT IN THE LOBBY

When you return to the post office's main lobby, you'll find that the exit doors are locked. Get ready for another big battle.

The shootout recalls the Government Lobby scene in the original *Matrix* movie. Take cover behind the pillars and aim at the guards.

RETURN TO THE EPICENTER

After you've defeated all of the guards in the lobby, you'll find an unlocked door next to the elevator. Open the door, run through the offices and climb the stairs to the sorting area's second-floor entrance.

06 GHOST BIG DISTRACTION

You'll return to the sorting area just in time to witness a massive explosion. Your partner has created a distraction. Drop to the floor and head for the door on the other side of the room.

FIRE FIGHT

As flames shoot up from the rubble, you must navigate the sorting area's smoke-filled corridors. If your Focus is low, find a place to rest.

There are guards around every corner. Trigger Focus at the first sign of a fight, knock the guards to the ground and collect their weapons.

07 GHOST BREAKOUT!

Your trip to the post office will end with a bang. The authorities are crawling all over the second floor. Take the time to let your Focus and health regenerate.

BACK TO THE CONTROL ROOM

Several guards will follow you into the control room. As soon as you hear the door open, turn and fire. Following the fight, look for health pick-ups on the far desk. Then move on, into the storage area.

OFFICE ASSAULT

On your way to the manager's office, you'll engage in a brutal battle against more than a dozen guards. Fire from cover until your Focus and health are full.

Jump from your cover and join the fight. After a while, Sparks will give you directions to the manager's office. Make a run for it.

LEAP OF FAITH

You'll trigger a cinematic scene as soon as you reach the manager's office. Sparks will direct your character to jump through the window and land onto a moving truck—awesome!

08 GHOST GET TO THE HARD LINE

Ghost and Niobe will reunite for a drive to the hard line on the other side of town. The police are hot on your trail. Hit the pavement, then run and gun.

GHOST AT THE GUNS

If you're controlling Ghost, you'll hang out of the passenger's side window and take aim on approaching police cars.

Pivot and scan the area for flashing lights. If a police car collides with your car, you'll take damage. Don't let that happen.

NIOBE AT THE WHEEL

If you're controlling Niobe, you'll be the driver. Press Y to have Ghost shoot. At the end, you must survive for two minutes while you wait for a gate to open.

GHOST 09 ANSWER THE PHONE

The telephone is ringing. If you can get to it, you'll return to the real world. Hop across rooftops, climb ladders and prepare for a surprise—an agent has arrived!

GIVE THE AGENT THE RUNAROUND

After you climb up to the door that leads to the hard-line passage, you'll meet an agent. Hop across rooftops as you run away.

Midway through your rooftop loop, the agent will drop onto a roof in front of you. Veer left to avoid him and continue on to the hard line.

CINEMATIC SWITCH

The rooftop run is identical for both characters. If you're controlling Ghost, Niobe will distract the agent. If you're controlling Niobe, Ghost will fire as you flee.

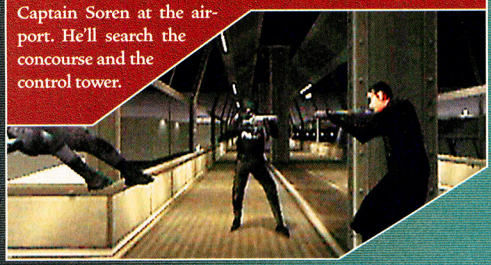
BRANCHING BATTLE

The adventure continues at the airport, where Ghost and Niobe split up. Read on to discover Ghost's path. Turn the page to follow Niobe.

PAGE 58

GHOST'S PATH

The rebels have issued a full crew recall. Ghost must locate Captain Soren at the airport. He'll search the concourse and the control tower.



GHOST 10 CONCOURSE

Airport security is on alert after the fight between Soren's crew and the agents. Guards will converge on you as soon as you pull out a gun or cross the security line.

WIND THROUGH THE TERMINAL

Run past the security checkpoint and turn left when you get to the main path. Turn left again into the restroom, then follow the path until you get to the next area, battling guards along the way.

GHOST 11 NORTH POINT

You'll have to take a detour through the customs office before you can continue on the concourse. Your fight against the customs guards will be easy compared to the fracas that follows.

CUSTOMS CONFLICT

Run into the first room with fists flying and don't let the guards grab the guns off the racks. Take the stun grenades and use one of them to break the glass down the hall.

SWAT-TEAM TROUBLE

You'll notice a SWAT helicopter outside as you run through the concourse. Prepare for an ambush and duck for cover as soon as the SWAT team appears.

GHOST 12 NORTH POINT 2

Your health will not regenerate during your battle against the SWAT helicopter and the SWAT teams that drop from the ceiling in the North Point 2 section. The SWAT teams and copter will take turns attacking you. Avoid enemy fire, stay Focused and pick up weapons that the enemies leave behind.

HIDE, THEN SEEK

The helicopter will let loose a hail of bullets when it flies from right to left. Hide behind the wall or the fountain as the copter passes, then fire at it after it turns around.

Keep firing at the helicopter until it leaves your view. Your shots will be more accurate if you use Focus, but you'll also need Focus for the battles against the SWAT teams.

DROP AND DETONATE

Toss a stun grenade into the center of the room at the first sign that the SWAT team is dropping in, then use Focus to take out every member.

Following your victory against the SWAT teams and copter, the doors to the next section will open and your health will begin to regenerate.

13 GHOST MONORAIL

Soren is close! Run through the monorail station and keep SWAT officers from reaching the captain. At the end of the path, you'll enter the revolving restaurant.

MONORAIL MELEE

There's only one open path in the monorail station. Run through the area swiftly and take on enemies as they appear. The battle will be a cinch. Use your Kung Fu skills if you want to save ammo.

14 GHOST REVOLVING RESTAURANT

SWAT officers are everywhere. You'll find a large group of them inside the revolving restaurant. Before you can reach the ladder on the outside wall, you'll have to clear the place.

EMPTY THE EATERY

Have your gun at the ready as you run into the restaurant, then fire at all targets. If you're low on health, nab a health pick-up in the elevator.

A ladder on the outside wall stays still as the restaurant revolves. After all of the enemies are gone, hop onto the piano to reach the ladder.

15 GHOST TERMINAL

As you fight enemies from all directions in the terminal, wait for Sparks to give you a message about the museum exit, then drop to the ground floor and run through the open gate.

THE BATTLE ESCALATES

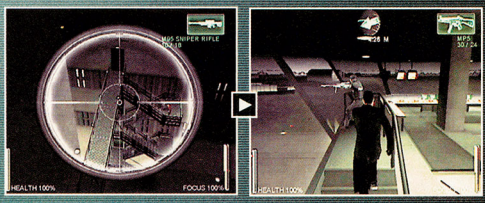
Seek out the working escalator in the second part of the terminal and run up as the SWAT officers rain down a storm of bullets on you.

You'll find yourself within close range of tough enemies. Use Focus to elude their shots. Unlike Neo, Ghost must dodge bullets.

16 GHOST CONTROL TOWER

You'll catch up to Soren in the Control Tower. He'll head for the tarmac while you provide cover fire from the observation deck—the perfect opportunity to showcase Ghost's accuracy.

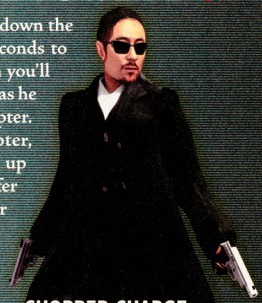
TAKE THE SNIPER'S POSITION



You'll find an enemy sniper at the top of the tower. After you defeat him, use his weapon to pick off SWAT officers on top of the building below.

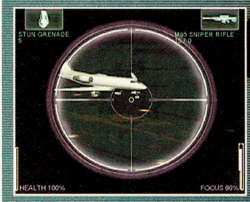
After you eliminate the enemies, jog down the stairs and take out another sniper on the balcony. Soren's men will run to safety.

17 GHOST CONTROL TOWER 2 NP



As the agent's airplane taxis down the runway, you'll have a few seconds to stop it from taking off. Then you'll get a closer view of the agent as he buzzes the tower in a helicopter. While you battle the copter, Niobe will attempt to catch up to the bad guys as they transfer your ally, Axel, to another plane. After Axel parachutes from the plane, you'll catch up to him in a car chase.

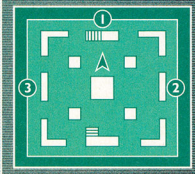
TAKE OUT THE TIRE



There's no time to waste. Zoom in on the airplane with your sniper rifle, toggle on Focus power and fire at the front landing-gear tire.

CHOPPER CHARGE

Switch to an automatic weapon, take on the officers who are climbing the tower and hide behind a column to avoid the helicopter's shots.



FIND COVER FROM THE COPTER

You must avoid the helicopter's shots at all costs. The map to the left shows where the craft appears and in what order. Duck for cover and fire at the copter when you have a clear shot.

NIOBE'S PATH

Agents have captured Axel, a member of Soren's crew, at the airport. You must guide Niobe through the airport's underbelly to save the wayward rebel before the agents can take him away. If Axel gets out of reach, Soren will have to pull the plug.

10 NIOBE CHECK IN

The airport is crawling with guards. As you search for a path into the airport underground, you must take them out one at a time with bullets or muscle power.

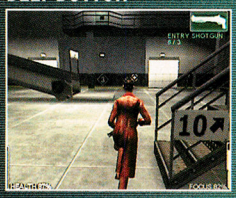
DROP AND ROLL

Your goal for the first section is to reach the conveyor behind the check-in desk on the ground floor. You'll start on the second floor. Jump or run down the escalator, turn right, go around the wall and head for the desk.

11 NIOBE THE BELTS

Your ultimate goal is to reach the hangar where Axel is being held. The route to the hangar begins on Belt 10. Restore power to the belts, then take a ride.

BELT BUTTON



You'll start in Room 1. Turn left and run through Room 2 to Room 3. Enter the control booth, incapacitate the operator and press the button to restore power.

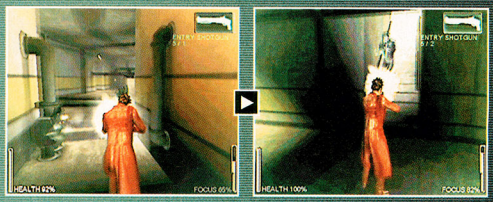
GO WITH THE FLOW

Return to Room 1 and fight off the guards. Go to the top of Belt 11, climb over the railing to the right and ride Belt 10 into the next area.

12 NIOBE JACKSON IN STEAM

The steam tunnels lead to the hangar. You'll weave through a maze of tunnels before you reach the right one. Rest often to regenerate health and Focus.

BATTLING IN THE PIPES



Enemies wait behind pipes and corners. Don't bother with hand combat. Pick them off with your guns.

If you're low on health or Focus, find cover to shoot from while your meters refill. Watch out for ambushes by guards hiding in stairwells.

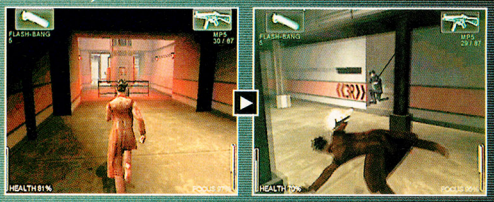
UNDERGROUND ZIGZAG

The underground is a series of tunnels and hubs. After you wander lost through the area for a while, Sparks will download the location of Tunnel R and bring up a navigation arrow that will lead you there.

13 NIOBE JACKSON IN STEAM 2

Agent Jackson is on your tail. Run as quickly as you can to avoid contact with him. Follow the main path and defeat guards along the way using Focused kicks or your guns.

RUN FAST, RUN FAR



Start running immediately. You'll run fastest without a weapon in your hands and with Focus power on.

If you're low on health, drop into a hole to grab a health pick-up. Otherwise, avoid the holes and keep running to the ladder at the end of the tunnel.

14 NIOBE HANGARS

The bad guys are loading Axel onto a plane in the far hangar. You'll face heavy resistance as you run to the plane. Use every trick you know to defeat the guards.

HANG ON IN THE HANGARS

A SWAT team will come out of the first hangar's exit. Use Focus power to take out the members of the team, then duck behind the far wall.

You can take the bold approach in the second hangar and face the bad guys directly, or climb the tower at the nose of the plane and run on top of the plane.

CLIMB AND CONQUER

After you stun or defeat the team at the bottom of the balcony, climb the stairs and go through the door. When you reach the next area, pick off the guards from your high vantage, then descend to the airplane's wing.

AIRPLANE ATTACK

Enter the aircraft, grab a health pick-up at the rear, then fight your way to the front and exit. Defeat the guards on the scaffolding, drop to the floor and run for the exit, where you'll fight four more guards.

15 NIOBE THE BOWELS

The plane is taking off. While Ghost attempts to blow out its front tire, you must return to the airport underground.

INFRARED RETALIATION

Fight the first guard you see and collect his infrared-scope rifle, then follow the navigation arrow to the end of the very dark tunnel. Use the rifle to defeat guards along the way. Focus and keep fighting.

16 NIOBE CATCHING A PLANE

Ghost has stopped the plane from taking off, but the agents are taking Axel to another plane in the closest hangar. You must board that plane.

LONG-DISTANCE CALL

After you run through the first area and enter the second area with Vector, use your sniper rifle to defeat guards from long range.

DESCEND AND RUN

Once you've defeated all of the guards, slide down the ladders and run to the plane. You've got to reach it or Axel will be done for.

17 NIOBE AGENT ON BOARD

Your first order of business on the airplane is to save Axel. Run to the front of the cargo area, then double back to the parachute-storage area and take a parachute to Axel.

AIRBORNE AGENT

Agent Jackson will challenge you to a fight in the cargo area. Knock him down with a Focused kick, then press the button to open the cargo door.

Avoid the agent as your Focus builds, then draw him to the end of the ramp, run around him and kick him off the edge—good-bye!

THE BATTLE FOR ZION HAS JUST BEGUN!

The Sentinels are heading for Zion and you still have a long fight ahead of you. Eventually, you'll return to the real world and catch up to the Sentinels in the *Logos*, but before that, you'll rumble with Vlad in the chateau, take to the freeway for a big chase and even lock horns with Trinity!

SONIC ADVENTURE DX Director's Cut™

One of Sonic's greatest adventures ever returns—and lots of extras supersize Sonic's already huge epic.

THE DX DIFFERENCE

With enhanced graphics and sound, Sonic Adventure DX: Director's Cut makes the classic story—about one of Sonic's biggest battles against his nemesis, Dr. Eggman—a blue-blazing blast. Sega packed lots of fun new games and Chao Garden enhancements into one Nintendo GameCube Disc.

UNLOCK SONIC'S POTENTIAL

Sonic Adventure has an Adventure mode that lets you play the major parts of Sonic's story line. As he meets other characters, you'll be able to play out their parts of the story. And, as you achieve certain objectives, you'll unlock lots of old-school Sonic games.

Sonic's Been a Busy Hero

Sonic Adventure DX is crammed with lots of Sonic's previous games—they've been rereleased only in Sonic Adventure DX. The farther you play into the main game, the more fun you'll unlock.

Tale Times Six

In Adventure mode, you can unlock five stories. Each character has a different mission and unique powers—and you'll see more facets of one of the best Sonic stories ever told.

EVERYONE E Violence CONTENT RATED BY ESRB

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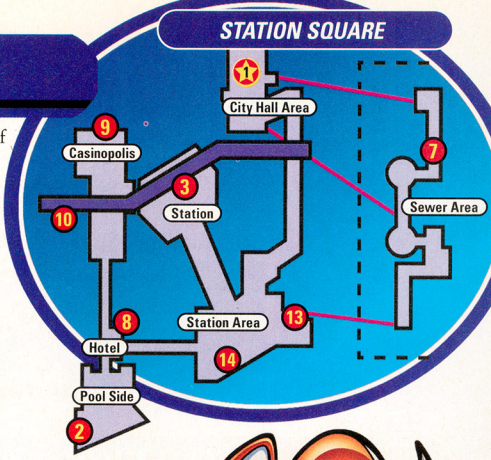
stage 1

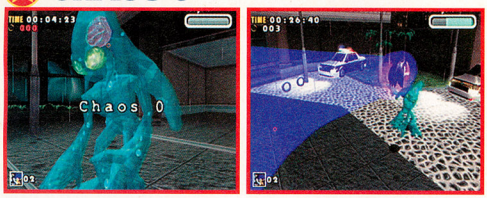
EMERALD COAST

ACTION STAGE

Sonic's adventure begins in the Station Square part of the Emerald Coast. During a rooftop patrol, Sonic observes police attempting to take down a strange creature. When he steps in to help, Sonic unwittingly meets up with Dr. Eggman's latest project.



1 CHAOS 0



Dr. Eggman's pet project—the watery Chaos 0—has one weak spot. When it's in humanoid form, execute a Homing attack on its brain. The foe will liquefy then recompose itself. Strike its brain before it has time to use its attacks.

2 Come to Tails's Rescue on the Emerald Coast

When Tails crash-lands his airplane, Sonic must find the fox. Step onto boost strips to gain the speed to run through loops and soar great distances. As you collect rings, avoid spiked gates that fall, and exploit the jump pads to defy gravity on the buttes.

TAILS

After you've rescued Tails, you can play through Adventure mode with the fox, whose dual tails allow him to tackle missions by flying.

3 Commute to the Mystic Ruins

Tails asks you to meet him at his workshop in the Mystic Ruins area. To reach the distant region, leave the hotel and hop on a train at the train station next door. After you reach Mystic Ruins, run up to the domed structure on the hill near the water. You'll meet Tails—and Sonic's longtime nemesis, Dr. Eggman.

4 EGG HORNET

After you reach Tails's lab, Dr. Eggman will descend in his missile-spewing vehicle. When he aims the Egg Hornet at you, run out of its way. His vehicle will get stuck in the ground. Deliver a Homing attack to score a hit.

5 Tap into the Power of the Wind Stone

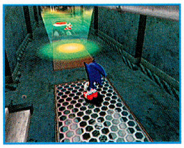
After you beat Eggman, he'll steal Tails's Chaos Emerald and feed it to the Chaos creature. You'll need to reach the next gem before the creature does. Grab the Wind Stone outside Tails's lab and fit it into the pedestal in the cave near the waterfall to open a path onward.

stage 2 WINDY VALLEY

ACTION STAGE

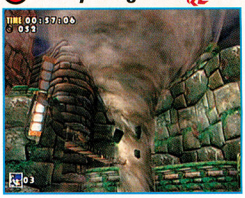
During the most turbulent part of Windy Valley, you'll travel through the vortex of a tornado as you speed through courses and jump between platforms. After you get through the level and snag its Chaos Emerald, enter a manhole in Station Square to pick up the Light Speed Shoes.

7-8 Grab the Light Speed Shoes and the Crystal Ring



Enter the manhole to claim the Light Speed Shoes, which let you travel ring pathways. Cross the ring pathway on the hotel's second floor to reach the Crystal Ring. It boosts the shoes' power.

6 Dizzy Heights



Once you're trapped in the tornado, you'll need to navigate platforms to the top and escape. When you get caught in wind, direct yourself toward a ledge before the wind peters out.

stage 3 CASINOPOLIS

ACTION STAGE

You can reach the casino plaza from the hotel lobby. Use the nearby button to turn on the ring pathway then use a Light Speed Attack to race through the rings and hit the button that opens the casino doors.

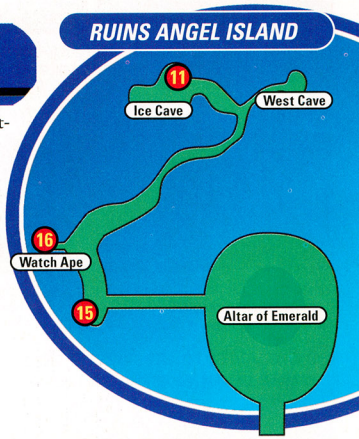
9 Luck Out to Reach the Emerald

The next Chaos Emerald is on the back end of the ring vault. Win 400 rings by playing Casinopolis games, then deposit the rings in the vault to create a huge ring pile. Climb the pile to reach the gem.

10 The Ice Stone

You'll need the Ice Stone to reach the next Chaos Emerald in Mystic Ruins. Find it in Casinopolis's alley.

RUINS ANGEL ISLAND

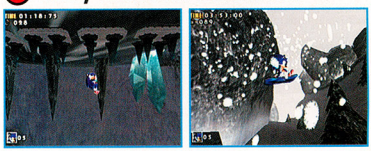


stage 4 ICECAP

ACTION STAGE

To break into the Icecap area, carry the Ice Stone to the cave across from the Mystic Ruins train station. After you gain Icecap's Chaos Emerald, leave the cave and approach the waterfall-fed lake to fight Knuckles—then the pumped-up Chaos creature.

11 Chilly Quest for an Emerald



You'll depend less on spinning and dashing than careful navigation in Icecap. To leap between icicles, climb one, put your back to the next icicle then jump. Snowboard through the valley to reach the next Chaos Emerald.

KNUCKLES

After you've defeated Chaos 4, you can play Adventure mode with Knuckles. You'll see new parts of the plotline, plus play through different adventures using his gliding and punching abilities.

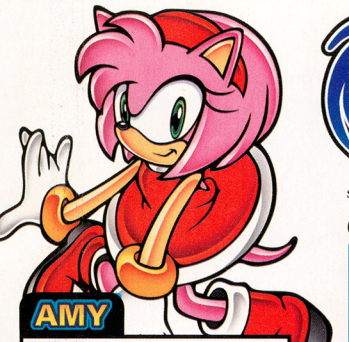
12 CHAOS 4

After you pummel Knuckles with a few Homing attacks, Eggman will steal Sonic's emeralds and feed them to his pet project to evolve it to Chaos 4. You'll fight it in the lake. Continually jump into the air to avoid sinking. When Chaos 4 lifts its head from the water, deliver a Homing attack on its brain to score a hit.

SKY CHASE ACT 1

SUBGAME

Approach Tails's lab after Eggman flees in his flying fortress. The fox will crank up the *Tornado* for you. Pursue the escaping fortress and shoot at everything it throws at you.



AMY

After you've met with Amy, you can play Adventure mode with her. Amy's story takes a different path—and her Hammer attack helps her get what she wants.

stage 5 TWINKLE PARK

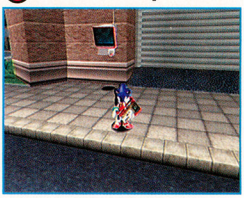
ACTION STAGE

After Eggman forces the *Tornado* to crash-land, meet Amy in the Casinopolis plaza. She's your ticket to get into Twinkle Park. After you save a capsule full of trapped animals, return to Station Square to find the key to Speed Highway.

13 Quick Trip for Animal Liberation

The animal capsule is hidden in the castle in the middle of Twinkle Park. Reach the park by driving a bumper car along the winding courses, then scale the castle's turrets.

14 Hack into Cyber-Net



After you save the animals and leave the park, you'll see a key card fall into the grass patch in front of the hotel. Grab it and use it to enter the Cyber-Net building across from the hotel.

stage 6 SPEED HIGHWAY

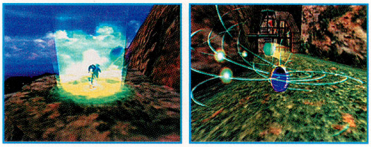
ACTION STAGE

You'll reach Speed Highway via Cyber-Net. Speed through the highway area's curvy streets and race down the side of a building to reach an animal capsule. You'll return from the trip in time to witness Amy's abduction.

Eggman's Robot Abducts Amy

After your journey through Speed Highway, enter the Casinopolis plaza. You'll see a robot grab Amy and zoom off toward Mystic Ruins. Take the train there to see the rest of the scene—Eggman beams them aboard his ship and flies off.

15 Embrace the Ancient Light



Enter the cave across from the Mystic Ruins station to reach Angel Island. Hop onto the glowing pad to get Ancient Light, which lets you use the Light Speed Attack.

stage 7 RED MOUNTAIN

ACTION STAGE

To pursue the *Egg Carrier*, bash the monkey guard in Angel Island with your newfound Light Speed Attack. The passage to Red Mountain will open. You'll need to scale the mountain's heights and plumb its lava-filled depths to pursue Eggman's ship. If you can reach the end—and break open the third animal capsule—you'll hitch a ride on the *Tornado*.

16 Blast and Claw Your Way to the Top

Use missiles to soar to higher levels. If a missile doesn't move, look for a nearby activation pad. When you reach ladders, jump onto them to go into hand-over-hand mode and cross the gaps.

SKY CHASE ACT 2

SUBGAME

After you hop onto the *Tornado* with Tails, you'll have your second chance to take on the *Egg Carrier*. Eggman's ship hurls a massive armada at you. Lock on to several ships before firing your homing bursts or else enemies will close in on your position and overwhelm you. Continue your aerial attacks until Tails finds a way to land the *Tornado* on the *Egg Carrier*.

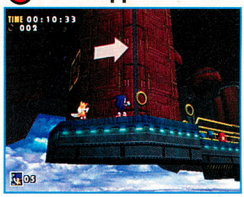
stage 8

SKY DECK

ACTION STAGE

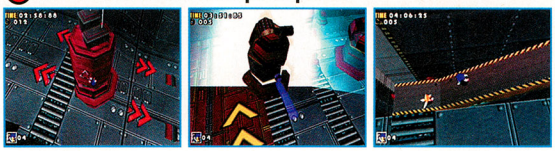
You'll need to find Dr. Eggman and his Chaos creature on the *Egg Carrier*. Unfortunately, as soon as you land, Eggman will make your task much harder. He'll reconfigure the *Egg Carrier* so that its helm is farther away—and you'll need to cross its well-armed deck.

17 Find Support



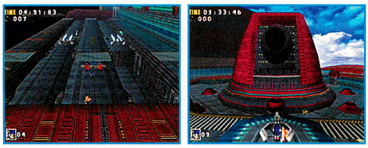
You'll often need to maneuver around the sides of the ship's support columns. Take it slowly and keep an eye on nearby enemies as you inch around the columns.

18 Cross the Wind-Swept Expanse



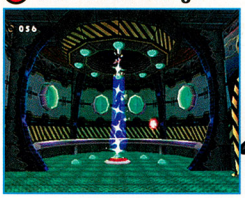
Follow the arrows on the deck as you cross the turret-filled area. When the wind gusts, find an object to hang on to until the winds die down. Blast turrets with your Homing attack before they can strike. Escape the area via a ladder that leads to a ramp.

19 Take Out the Big Gun



Race across the collapsing runway to the area that the gigantic turret defends. Run up to the missile launchers just as the turret turns toward one of them. Fire one missile into the turret to destroy it—you'll fall to the next area.

20 Storm the Bridge

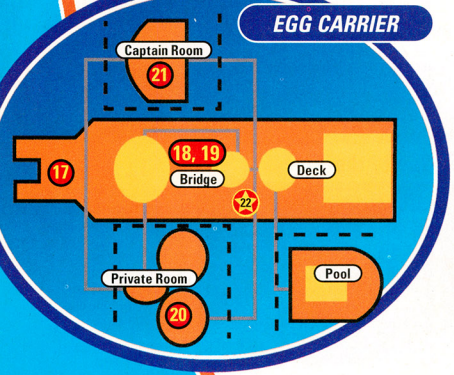


After you fight the E-102 robot—a battle which Amy stops, claiming that the robot has changed sides—you must get to the bridge. Step onto the pad in the small room to create a ring path that leads up to the bridge. Travel it with your Light Speed Dash.

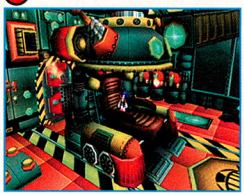
E-102

After you've battled the E-102, you can play the robot in Adventure mode. You'll find out why Amy befriended Eggman's robot and gain yet another perspective on the Sonic epic.

EGG CARRIER



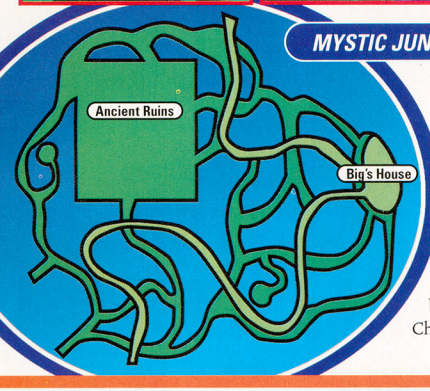
21 Pull the Chair Out from Under Eggman



To help bring down Eggman, you'll need to transform his *Egg Carrier*. Jump onto the head honcho's chair—it will move and reveal the transformation switch. Hop onto the switch to trigger the change.

22 CHAOS 6

Once you've transformed the ship, you can reach Eggman, who summons the further-evolved Chaos 6. When Eggman drops bombs, deliver a Homing attack on one to deactivate it, then throw it at Chaos 6 to freeze the beast. Deliver a Homing attack on the creature itself to whittle down its life meter.



ONWARD!

When you trounce Chaos 6, Eggman will flee. As Sonic, you'll fall off the *Egg Carrier* and plummet into the Mystic Jungle for Sonic's final two Adventure mode stages. After you finish his story, play through the other characters' stories to unlock the final battle—between the superevolved Perfect Chaos and Super Sonic!

BIG

After you defeat Chaos 6 and fall into the Mystic Jungle, you'll be able to play through Adventure mode as Big—and see his strange side of the story.

SONIC PINBALL PARTY

PARTY AT FULL TILT

Sonic Pinball Party, for the GBA, contains an amazing amount of game play, including lots of complex pinball games, the Tiny Chao Garden, Casinopolis games and multiplayer party games.

Reconnect to Your Inner Chao

If you link Sonic Adventure DX and Sonic Pinball Party, you can transport Chao critters to the GBA Pak, raise them and save your Chao progress.

Visit Casinopolis

In Casinopolis, you can play games of skill and chance—and rack up ring totals if you strike the jackpot.

One Party, Three Games

In multiplayer Party mode, you can compete in Hot Potato or Hockey, or play the co-op Ladder Climb game.

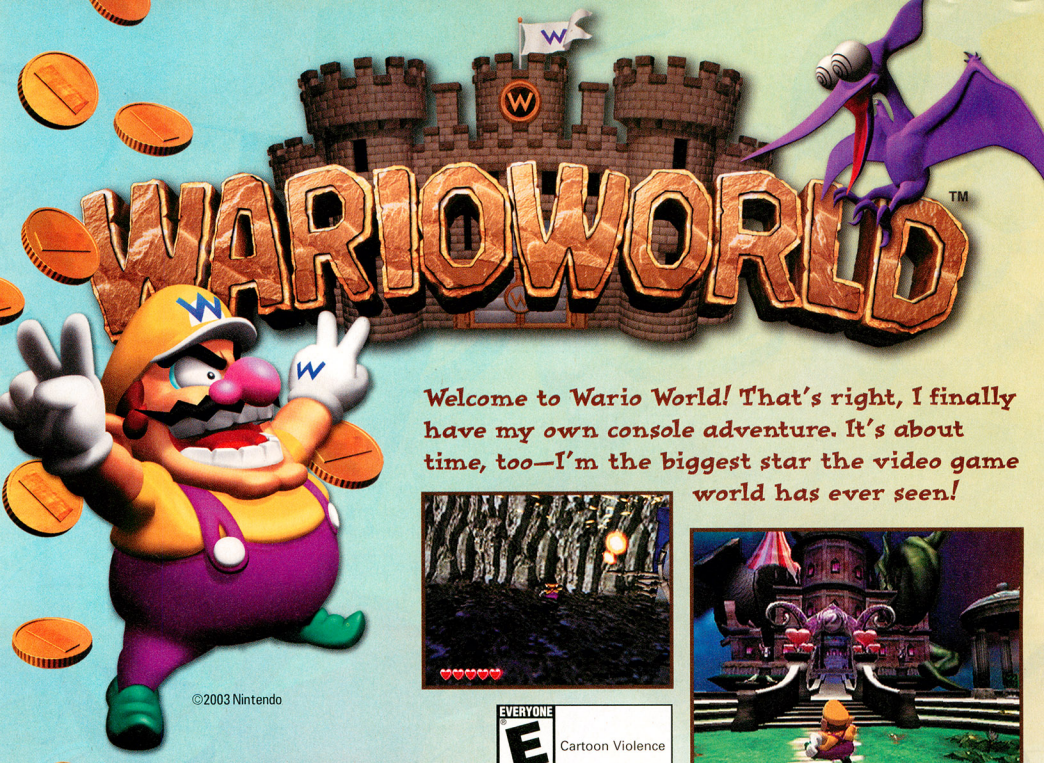
Classics in Arcade and Story Modes

In Arcade mode, you can play a variety of tables based on Sega's most beloved games. You can also take on Sonic-themed tables in Story mode as you investigate an evil plan under way in Casinopolis.

A SEGA MEGABASH

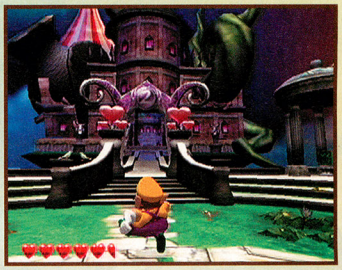
Sonic Adventure DX: Director's Cut and Sonic Pinball Party are a boon for classic Sega fans. And with their enormous game play, you'll be steeped in Sega-themed dreams for a long time.

WARIO WORLD™



©2003 Nintendo

Welcome to Wario World! That's right, I finally have my own console adventure. It's about time, too—I'm the biggest star the video game world has ever seen!



EVERYONE
E
CONTENT RATED BY ESRB
Cartoon Violence

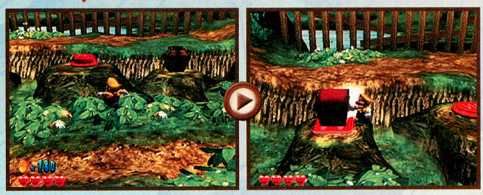
WARIO'S STORY

I had just finished construction on my luxurious new castle when the Black Jewel downstairs started to go berserk. It made the castle disappear and turned all of my lovely treasures into hideous monsters. I'll show that rotten punk what happens when you mess with Wario. I'm gonna take back every last ounce of treasure and pummel that stupid jewel into the ground.

Reclaiming Wario's Treasure

That Black Jewel's obnoxious minions have locked my possessions in treasure chests and hidden them in eight different areas. If you help me find my precious valuables, I'll show you some of the games I'm working on. Just don't expect me to share my treasure!

Collecting Treasures



There are eight unique treasures in each area. When you press a treasure button, a chest will appear on the treasure pad of the same color. Collect all eight treasures to unlock a Wario Ware mega microgame for the GBA.

Appetite for Money

Coins disappear after a few seconds, so instead of running around and trying to grab them all, you can simply press the L Button to make Wario suck them up like a vacuum. Tasty!

Save the Spiritelings

I normally wouldn't waste my time with these annoying little twits, but if I set them free, they'll give me hints on how to beat up the evil spirits and get back my treasure.

Listen Carefully

Some of the Spritelings can be difficult to track down, but when you're getting close to one, you'll hear it crying out for help. Set it free by smashing open the cage with Wario's fist.

Mr. Wario's Gold Statues

What better way to immortalize gaming's greatest hero than with a collection of beautiful gold statues? How many gold statues of Mario have you seen? None! Ah, ha ha ha!!

Finding the Pieces

Each of Mr. Wario's Gold Statues has been broken into eight pieces and scattered throughout an area.

Half a Heart

If you collect all eight pieces of a statue, you'll increase your Heart Meter by a half-heart.

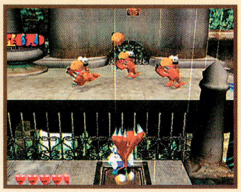
On the Hunt for Red Diamonds

One of the Spritelings told me that I could find Red Diamonds in the sublevels beneath the trapdoors. I'd like to keep the diamonds for myself, but I guess I need them to get past the Stone Doohickies at the end of each area. How unfair is that?

Ground Pound

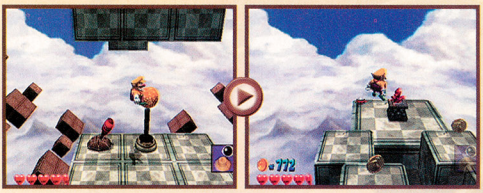
To break through a Wooden Trapdoor, perform a Ground Pound by pressing the R Button during a jump. The Ground Pound also KOs enemies.

Steel Trapdoors



Not even Wario's impressive girth is enough to bust through a Steel Trapdoor. You'll have to pick up an enemy and do a Piledriver.

Sublevel Challenges

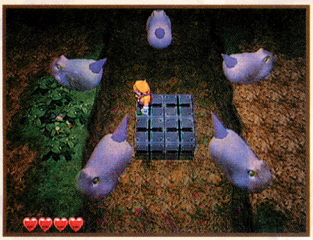


The sublevels start out fairly straightforward, but they become increasingly difficult as you progress through the game—from mind-bending puzzles to platform challenges that will test your reflexes. The good news is that you'll occasionally find a Statue Piece or a Spriteling in addition to the Red Diamond.

Unithorn's Lair

Aaaaargh!! There's nothing I hate more than Unithorns. What are they supposed to be, anyway? Rhinoceros-dog-ghost heads?

Find the Escape Spring



When you fall off a cliff or into a hole, you'll end up in Unithorn's Lair. You'll lose coins if one of the Unithorns catches you or if you fall into the murk, so find the Escape Spring as quickly as possible.

Garlic Dispensers

To buy garlic, all I have to do is punch one of these smart-aleck vending machines in the face. It's a win-win situation.

Garlic Futures

Each head of garlic restores Wario's health by one heart, but the price goes up every time you buy one. Wario really hates to spend money (in case you couldn't tell), so don't purchase one of the smelly morsels unless it's absolutely crucial.

WARIO'S ADVENTURE

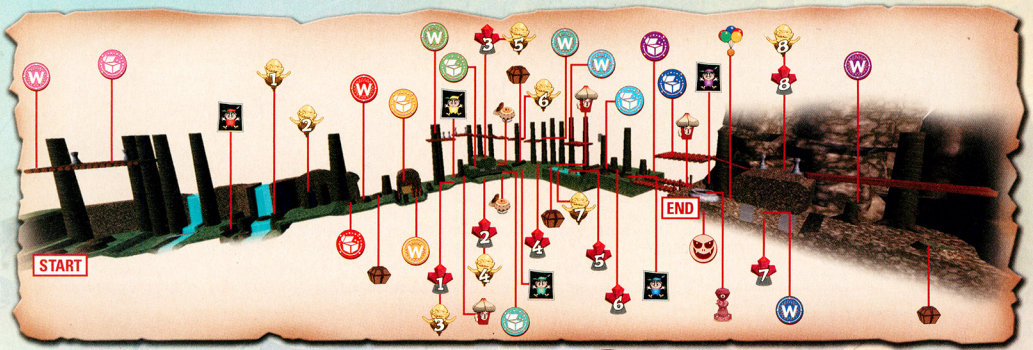
Each of the stages in my wonderful game is made up of two areas and a final boss battle. Each boss holds a piece of the key that'll unlock the giant treasure chest where that cowardly Black Jewel is sleeping. Grrrrr… I can't wait to get my hands on that scoundrel.

Map Key

- Spriteling
- Wooden Chest
- Bunny Spring
- Spinning Disc
- Boss
- Treasure Button
- Red Diamond
- Swirly Spinner
- Glue Globe
- ByeBye Balloons
- Treasure Pad
- Garlic Dispenser
- Old Red-Mug
- Swirly Slab
- Stone Doohickey
- Statue Piece
- Clown Head
- Enemy Generator
- Door Knocker

Greenhorn Forest

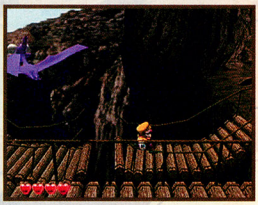
Greenhorn Forest, eh? What's with all the birds and butterflies and happy chirping sounds? It's enough to make me vomit! I miss the peace and quiet of my beautiful throne room. Let's grab my treasure and get out of here.



Search the Treetops

Keep a close eye on the trees as you pass by—someone has conveniently carved handholds into a few of them. Climb to the top to search for treasure.

Weight Capacity Exceeded



In case you hadn't noticed, Wario's a bit… big-boned. The bridges toward the end of the area have trouble sustaining his weight, so be prepared for a trip to Unithorn's Lair.

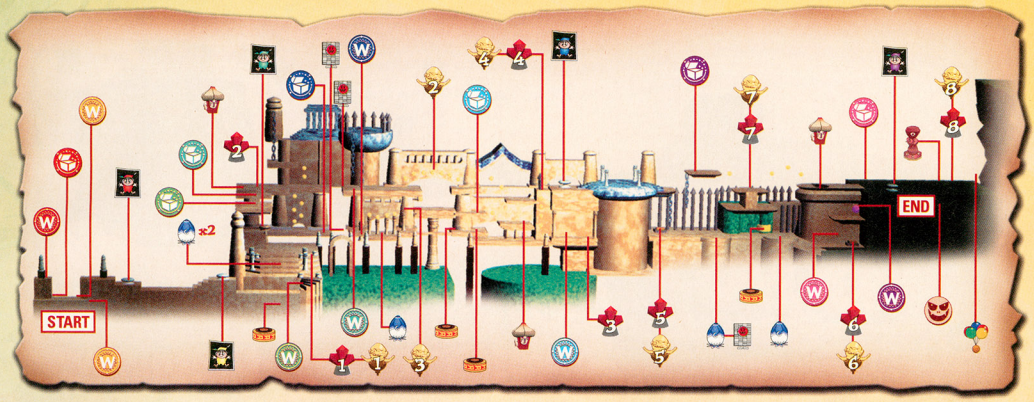
Forest Boss

Some ugly green lizard thinks he can take on the mighty Wario in a fist fight? Ah, ha ha ha!

You must throw, piledrive or spin the boss three times to defeat him. When he starts glowing red, he's about to charge at you with fists flying. That's your cue to run.

Greenhorn Ruins

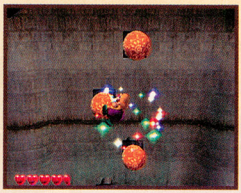
I'm gonna ruin all the enemies I see to help them blend in with their surroundings. Get it? Ruin? Greenhorn Ruins? Ah, ha ha ha! Not only am I the greatest hero ever to grace your television screen, I'm also a hilarious comedian. I'm the best!



Swirly Spinners

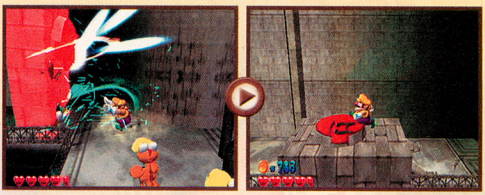
Pick up an enemy or column and swing it around next to a Swirly Spinner in the direction indicated by the arrows to open a nearby gate.

Glue Globes



The peculiar yellow orbs scattered throughout the game are called Glue Globes. If you jump at them, Wario will automatically grab on.

Old Red-Mugs



Some walls have feet and big red faces. If you punch one of the poor fellows in the face three times (or throw something at it), it will fall over, allowing you to reach an area that you probably couldn't before. Don't feel bad—falling over is their purpose in life.

Ruins Boss

That is one ugly mug! I'll be glad to introduce it to my fists, but I'll need to watch out for the monster's scythes and the spiked balls that he spits at me.

When the boss moves to the center of the pit, he'll try to pull Wario down while hurling spiked balls everywhere.

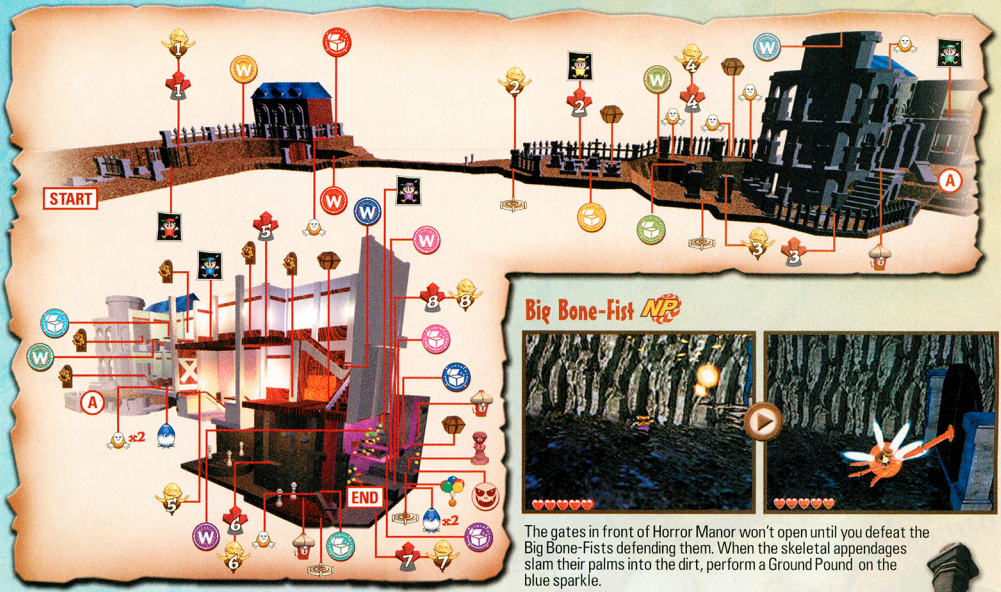
DinoMighty's Showdown

It's time for DinoMighty to join her friends in extinction. She may be a bit taller than me, but the bigger they are, the harder they fall.

Grab on to the Glue Globe on DinoMighty's tail to avoid her attacks. When she lifts her tail high into the air, deliver a Ground Pound to her cranium to knock her out. Perform a Mad Move while she's unconscious to deplete her health.

Horror Manor

Unlike that wimp Luigi, I'm not scared by some measly haunted mansion. And I don't need some crazy vacuum contraption or talking water fountain to defeat my enemies. All I need are my fists. Watch and learn, Mario brothers.



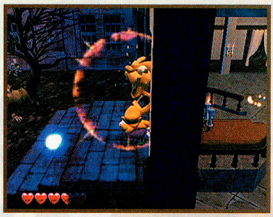
Big Bone-Fist

The gates in front of Horror Manor won't open until you defeat the Big Bone-Fists defending them. When the skeletal appendages slam their palms into the dirt, perform a Ground Pound on the blue sparkle.

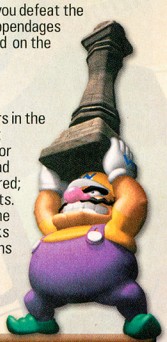
Swirly Slabs

You can elevate a Swirly Slab by standing on it and spinning an enemy, column or giant Wario head in the direction indicated by the swirl. The elevated slab will usually allow you to reach a nearby Statue Piece or treasure.

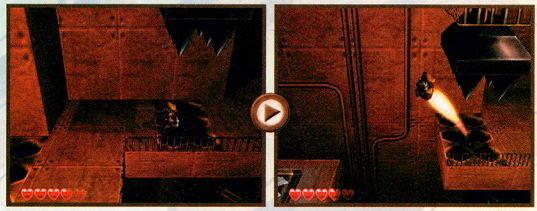
Door Knockers



To open the doors in the manor, you must destroy their door knockers. No Mad Moves are required; just use your fists. Watch out for the electrical attacks that the guardians spew at you, though.



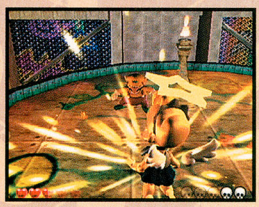
The Corkscrew Conk



There's a ledge with a trapdoor to the left of the first set of giant spiked blocks. To reach the ledge, you must perform the Corkscrew Conk. Press the R Button while the block is raised to begin a Dash attack, then press A to somersault across the gap.

Manor Boss

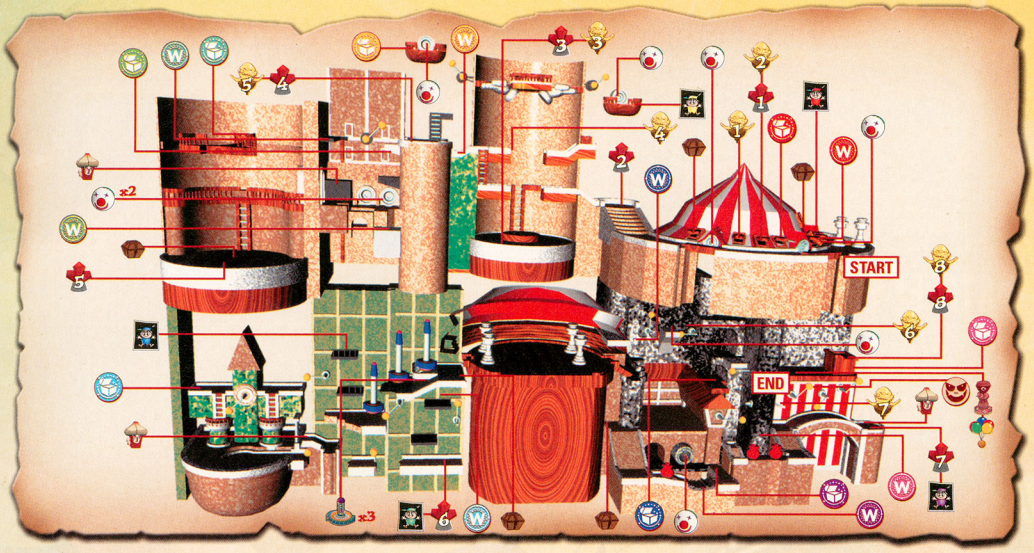
Something this cute and cuddly is just begging to have its head driven into the concrete.



Before you can deliver a Piledriver or another Mad Move, you must render the boss unconscious. The easiest way to do so is by picking up one of the pillars and tossing it at the demonic doll.

Wonky Circus

Prepare to be amazed, because the circus will give me a chance to show off my acrobatic ability. But where there's a circus, there are clowns, and I hate clowns! If those morons get between me and my treasure, I'll knock the stupid grins right off their faces.



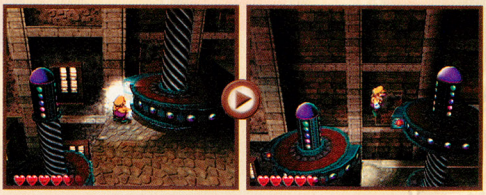
Electric Clown Fence

To deactivate an electric fence blocking your path, pick up a clown and throw it at the moving bull's-eyes.

Glue Globe Trapeze

It's usually a good idea to hang on to a spinning Glue Globe for a full rotation to see where it will take you.

Spinning Discs



Punch the red target on a spinning disc to make it rotate around the threaded column at its center and rise into the air. The disc will begin to wind back down after a few seconds, so move quickly.

Circus Boss

Look at that big fatso. I think I'll show him my new workout routine: Punching Away the Pounds with Wario!

The boss becomes vulnerable when he starts flinging heads at you. Land a few punches to knock him out, then deliver a Mad Move. When he begins to roll across the tightrope, grab on to one of the Glue Globes attached to his ball. If you don't, he'll hit you with the ball when he tosses it.

I'M NUMBER ONE!

What? We're already out of space?!? But we haven't even covered half the game yet! Well, armed with my wonderful advice up to this point, you should be ready to take on any challenge. Don't let me down, though. My reputation and, more importantly, my treasures are at stake. I expect you to track down every last valuable and to smash that Black Jewel into dust! Until next time, have a rotten day!

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

DEF JAM VENDETTA
UNLOCK WRESTLERS—PAGE 76

Persistence and hard work are the keys to our special strategies for The Legend of Zelda: A Link to the Past/ Four Swords this month. Knowing the right codes pays off in the rest of the games on our roster. Plug in and play.

DEF JAM VENDETTA GCN
FREEKSTYLE GCN
THE LEGEND OF ZELDA: A LINK TO THE PAST/ FOUR SWORDS GBA
RED FACTION II GCN
THE SIMS GCN
STREET HOOPS GCN

STREET HOOPS

GCN

ELVIS IS EVERYWHERE

CODES

UNLOCK PLAYERS, BALLS AND SUITS—INCLUDING AN ELVIS OUTFIT.

Someone at Activision has a fascination with The King. Not only does Mat Hoffman's Pro BMX 2 have an Elvis-suit code (as reported in Volume 166), but Street Hoops allows you to adopt the large-collar-jump-suit look, too. The Elvis suit is one of four crazy costumes that codes enable. The game has three basketball-changing codes and some cheats that affect game play. Select Cheats from the Game Settings menu to call up the cheat-entry interface. You'll see eight empty boxes at the top of the screen. You can fill the boxes by pressing the L, R, X and Y Buttons, then pressing the A Button to submit the displayed button combination. If the button combination is a valid code, a message will appear on the screen. If you want to disable a feature, enter its code and press the A Button again.

PLAYER UNLOCK

The player-unlock code allows you to hit the planks with any player on any team. The players are sorted by position. Many of them have an overall skill rating of 99—the tops. Swap out players by pressing the Y Button and fill your team with street stars.

CHEAT	MESSAGE
Y, Y, R, L, Y, Y, X, Y	UNLOCKED ALL PLAYERS

ON-FIRE CHEAT

Give your players mad skills by entering a cheat that gives them perpetual On Fire status. You'll wipe the floor with all challengers.

CHEAT	MESSAGE
R, R, X, R, L, Y, R, L	ALWAYS ON FIRE ENABLED

MAD-LOOT CHEAT

Collect $10,000,000 for betting and for purchasing items and player skills instantly by using the Mad Loot cheat.

CHEAT	MESSAGE
R, Y, R, Y, L, L, X, Y	MAD LOOT

SUIT AND BALL UNLOCKS

You can change the look of the ball and your players automatically by entering any of the cheats listed below.

CHEAT	MESSAGE
R, Y, R, R	CLOWNS ENABLED
Y, Y, X, Y	COWBOYS ENABLED
Y, L, Y, R, Y, Y, X, Y	ELVIS ENABLED
R, R, L, Y	KUNG FU ENABLED
X, L, X, X, L, Y, R, L	AND1 BALL ENABLED
R, Y, R, R, L, X, Y, X	GLOBE BALL ENABLED
Y, Y, R, X	RED-WHITE-AND-BLUE BALL ENABLED

Fill the cheat-interface boxes with button icons, then press A.

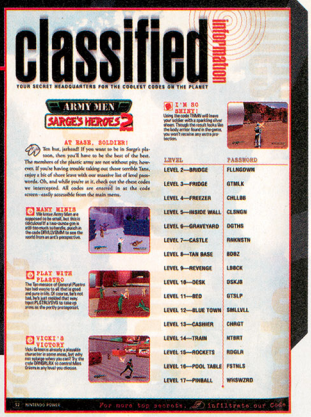
The player-unlock cheat gives you a full slate of ballers.

Allow your team to play like a bunch of clowns.

Put five Elvis impersonators on the floor.

CI TURNS 15!

A part of Nintendo Power from the beginning, Classified Information celebrates its 15th anniversary along with the rest of the magazine this month. As you can see, the look of the column has changed over the years, but the content has always been the same: codes, tips and winning strategies!



THE SIMS

GCN

▼ MODES AND MORE

CODES

UNLOCK ALL PLAY MODES AND GET ITEMS WITHOUT PAYING FOR THEM.

The GCN version of The Sims focuses on the console-friendly Get a Life mode, but the game offers the classic open-ended Play the Sims mode and two-player scenarios, too. You can unlock all of the modes quickly and get a good deal on your purchases after entering codes. Press the L and R Buttons simultaneously at the main menu to bring up the cheat-entry interface. Highlight Clear and press A to delete the word CHEATS from the entry area. Then key in MIDAS as your cheat, highlight Done and press A. Start Get a Life mode. After your character drops into the daydream at the beginning, press Start and choose to quit the game. When you return to the main menu, you'll see that Play the Sims mode is available. After you select Get a Life mode again, a Bonus option will appear under the Start a Life and Load options. The Bonus option leads to seven two-player scenarios. If you want to unlock Play the Sims mode without starting and stopping Get a Life mode, enter SIMS as a cheat. If you would like to buy items but not pay for them, enter FREEALL. You'll be able to buy any item that costs as much as or less than your current money total. After you purchase the item, you'll still have all your cash.

CODE	RESULT
FREEALL	BUY ITEMS WITHOUT PAYING FOR THEM
MIDAS	UNLOCK ALL MODES AFTER STARTING GET A LIFE MODE THEN QUITTING
SIMS	UNLOCK PLAY THE SIMS MODE

The Freeall code gives you the freedom to purchase anything.

Use Midas to unlock every mode, including multiplayer scenarios.

FREEKSTYLE

GCN

▼ OFF-ROAD TRIP

CODE

TAKE A RIDE IN COLORFUL SLOW MOTION BY TRIGGERING A TRIPPY EFFECT.

It's been several months since we last discussed Freekstyle, but another code has come around the corner. The code causes the action to slow down and graphics to switch to a psychedelic wash of colors. Select the Options/Enter Codes menu and input the code listed below. After you start any event, the code will take effect. For our other Freekstyle codes, check out Volumes 161-164.

PASSWORD	RESULT
WTCHKPRS	TRIGGER SLOW MOTION AND A GRAPHICS EFFECT

Enter the code WTCHKPRS to cause a strange effect. When you ride in slow motion, you'll notice that it's easy to pull off several tricks in a row.

TRASH CAN TIP:

RED FACTION II

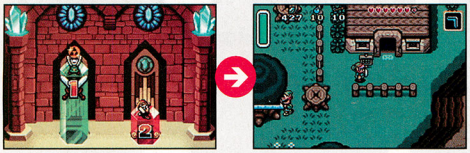
▼ ANTICLIMACTIC ENDING

As you can see by reading the Volume 169 CI column, there are a lot of cool Red Faction II cheats. Then there's the instant ending cheat. Enter the Extras/Cheats interface and key in YAYA as your code. A message that reads "Congratulations. You won the game!" will pop up, but little else will happen. You'll have to play and complete the game to get the full effect of winning the war.

RIDDLED WITH SIDE QUESTS

SUCCESS IN FOUR SWORDS LEADS TO A SERIES OF ITEM-COLLECTING SIDE QUESTS IN A LINK TO THE PAST. THE WOODCUTTER SENDS YOU ON YOUR WAY.

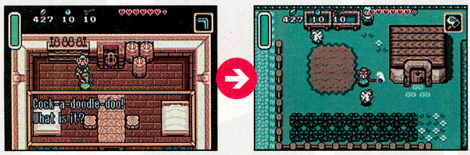
In our Volume 164 strategy review of Link's GBA adventure, we mentioned that the woodcutter in A Link to the Past's Light World would offer a series of 10 riddles once you have collected at least 10 Medals of Courage in Four Swords. After you have solved the riddles by bringing a variety of items to the woodcutter, he'll reward you with the Hurricane Blade attack. You'll find the woodcutter in the woods northeast of Kakariko Village. Before you visit him, make sure that you have the Bug-Catching Net, the Pegasus Shoes and plenty of Magic Powder.



The Great Fairy will reward you with Medals of Courage when you collect Rupees in Four Swords. Once you have 10 Medals, visit the woodcutter.

RIDDLE 1—CUCCO

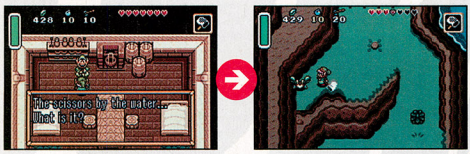
The first riddle is "Cock-a-doodle-doo! What is it? Go find it and catch it with your Bug-Catching Net!" The Hyrulian equivalent of the rooster is the Cucco. You'll find the flightless birds in and around Kakariko Village. Stand close to a Cucco and swing your net to put the bird in your basket. Take it back to the woodcutter to get credit for your find and to hear the next riddle.



Cock-a-doodle-doo is the clue. Capture one of the Kakariko Village Cuccos with your Bug-Catching Net and bring it back to the woodcutter.

SECOND RIDDLE 2—SAND CRAB

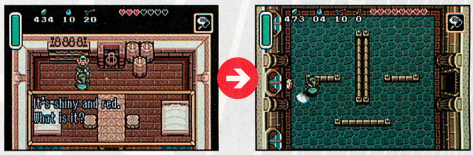
The second riddle is "The scissors by the water.... What is it?" The answer is a sand crab. Run east to Zora's waterfall or the Lake Hylia area and capture one of the crawling crustaceans with your net. Your reward will be another riddle.



While you're searching for answers to the woodcutter's riddles you can capture creatures other than bugs in the Bug-Catching Net.

RIDDLE 3—20 RUPEES

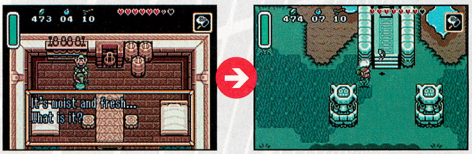
After you hand over a sand crab to the woodcutter, he'll say "It's shiny and red. What is it?" The answer is a 20-Rupee piece. It won't work to collect Rupees adding up to 20—you must find an actual red gem. When you find the item, don't pick it up. Capture it with your net. You'll be prompted to place it in your basket and take it to the woodcutter.



Twenty-Rupee pieces are red, shiny and rare. The best way to secure one is to go up against guards. The tougher the guard, the better the reward.

RIDDLE 4—FISH

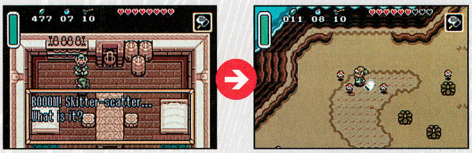
"It's moist and fresh. What is it?" It's a fish and you can find it in the pond near the ruins of the Great Swamp. Enter the ruins and pull the switch on the right to make the water flow. When you leave you'll find a puddle where there was once a pond, and fish flopping on the ground. Scoop up one of the floundering prizes and take it to the woodcutter.



The woodcutter wants something moist and fresh. Drain the pond and go fishing. You can catch a fish with your net.

RIDDLE 5—OCTOBALLOON

The woodcutter's riddles get more cryptic as you go along. The fifth riddle is "BOOOM! Skitter-scatter.... What is it?" He's referring to the Octoballoons that are the product of the exploding red creature near Lake Hylia. Travel to the southeast corner of the Light World map and watch the creature explode into several small red Octoballoons. Scoop up one of them with your net and take it to the woodcutter—one more riddle solved.



What goes boom skitter-scatter? Octoballoons. You'll find them in the far reaches of the Lake Hylia territory.

FLY THE FREAKY SKIES
EXPLORE THE MOST ENTHRALLING AND FREAKED-OUT PLACES ON EARTH AND BEYOND...

DISCOVER THE ADVENTURE THAT AWAITS YOU

Freaky Flyers represents the creation of Adventure Racing. You don't just race, you dogfight, you stunt, and most importantly, you explore through fully-open, interactive and enticing 3D locales. And, you share your intriguing experiences with the most alluring characters you could ever hope to play with.

DISCOVERY AROUND EVERY TURN

As you fly through Freaky's 12 massive and enticing tracks, you should take note that your exploration will actually trigger events that will dictate how the story and gameplay unfolds before you.

With unique and mesmerizing mini games and more than 1.5 hours of intriguing animated movies, original music, and a spellbinding back story, Freaky Flyers takes you on a journey that will challenge and intrigue you.

VISIT EXCITING LOCALES

Caribbean Danger Island-
Jungles and lagoons teem with all manner of peril like pirates, man-eating plants, and beautiful mermaids.

Haunted Transylvania-
Explore craggy peaks and haunted castles but steer clear of the giant spider webs, zombies, and diabolic machines of the mad scientist.

Roaring Chicago-
Buzzing around the big city you'll loop and dive around gangsters and g-men exchanging heated words and hot lead.

Frigid Canada-
Fly through the lumberjack village; shoot down woodland targets, and even snag Big Foot in a net as you race.

Mexico's Coyote Canyon-
Travel through abandoned gold mines, rescue a damsel from the train tracks, fly through "East" Indian Casinos, and stop a cattle stampede and the rowdy banditos behind it.

War Torn Germany-
It is up to you to help turn the tides of war by delivering secret documents, fix the resistance factories, and blow up the German's tanks.

Arabian Flights-
Defeat the Genie, find the sultan's treasure, shoot down the 40 thieves, and keep your head off the chopping block by showing off your air combat skills.

Giant Monsters of Tokyo-
Giant monsters are destroying the city, alongside ninjas, fighter jets, and little Freakymon monsters, activate the giant robot and save Tokyo.

Fly the Freaky Skies and see where the adventure takes you.

ONLY the WILDest characters

Travel with over a dozen unique and alluring characters, each with their own beguiling stories.

Sail away into the Freaky skies for the adventure of a lifetime!

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

PlayStation.2
MIDWAY

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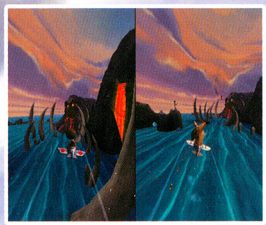
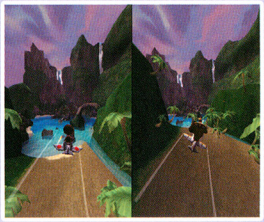
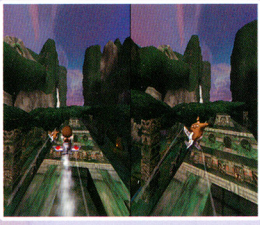
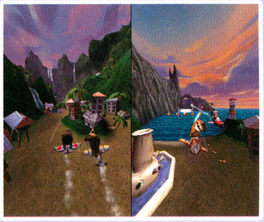
MAP OF DANGER ISLAND
Beware of the Lava Men as you plot through the smoking volcano!
Explore lush jungles!
Dodge cannonballs as you battle bloodthirsty pirates!

Multi-Player Madness









Master the Freaky Flyers skies as you unleash your inner warrior and battle your friends in multiplayer mayhem. RACE head-to-head and exchange machine gun fire or choose from more than a dozen other lethal power-up weapons on every track! Challenge your friends to the intense action of Dogfighting Mode, but remember: in the arena, the pilot with the most skill gets the kill!

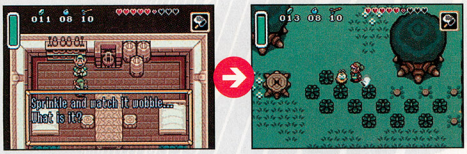
Challenge Friends to Intense Head-to-Head Combat!

Coming July 2003

Visit www.freakyflyers.com

RIDDLE 6—SLIME

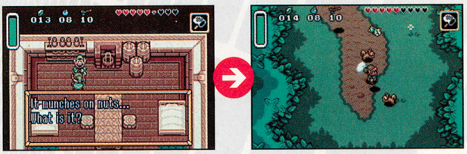
It always pays to have some Magic Powder. When the woodcutter says "Sprinkle and watch it wobble. What is it?" he's referring to the effect that you get from sprinkling Magic Powder on the walking shrubs. The result is a yellow slime. Put one in your basket and give it to the woodcutter.



You've seen the walking shrubs, but you may not know that they hide yellow slimes. Expose one by sprinkling the shrub with Magic Powder.

RIDDLE 7—SQUIRREL

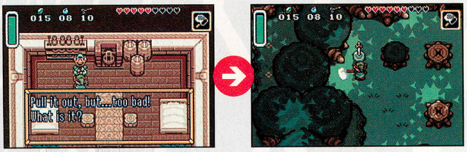
You'll go into the Lost Woods to find the subject of the seventh riddle. The clue is "It munches on nuts..." Enter the Lost Woods and wind your way to the location of the Master Sword. When you reach the sword's clearing, you'll see a group of forest creatures, including several squirrels. Grab one of the furry-tailed friends with your net and head for the woodcutter's place.



Squirrels munch on nuts! You'll find a whole group of them near the Master Sword's resting place.

RIDDLE 8—FAKE MASTER SWORD

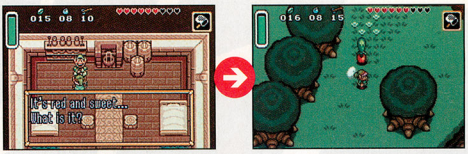
The eighth riddle is "Pull it out, but... too bad. What is it?" The woodcutter wants you to find one of the Fake Master Swords scattered throughout the Lost Woods. Even if you've already found the real Master Sword, you'll still find the fake swords among the trees. One of them is very close to the Lost Woods entrance. Capture it.



Finally, a use for the Fake Master Swords. Bring one of them to the woodcutter to solve the eighth riddle.

RIDDLE 9—APPLE

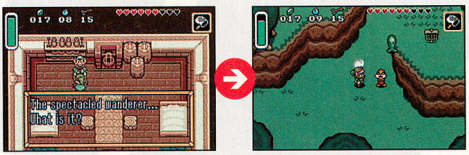
The second-to-last riddle is "It's red and sweet. What is it?" The answer is an apple. The closest apple tree is south of the woodcutter's house, just east of the V-shaped tree formation. Run into the tree to shake out three apples, then collect one of them with your Bug-Catching Net.



There are six apple trees in the Light World. Run into one of them then pick up an apple from the ground.

RIDDLE 10—CUKEMAN

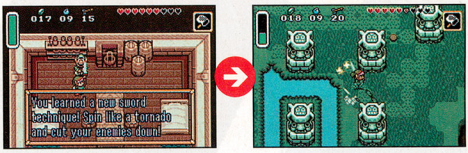
The final clue is "Spectacled wanderer"—a real head scratcher. The woodcutter is referring to a Cukeman. Find one of the green bloblike creatures that can hit you with electrical current on contact, and sprinkle the beast with Magic Powder. It will transform into a small animal that wears glasses. Collect it and head once more to the woodcutter's house.



There are electrical green creatures south of the woodcutter's house. Sprinkle one of them with Magic Power and trap it with the net.

REWARD—HURRICANE BLADE ATTACK

After all of your hard work—collecting medals and solving riddles—the woodcutter will reward you with the Hurricane Blade attack. Charge your sword, then release it and press the B Button quickly and repeatedly. Link will spin around, slashing everything in his path, for as long as you keep pressing B. Another reward for solving the riddles awaits in Link's house. Go there to find three carvings that the woodcutter left.



The Hurricane Blade skill gives you the power to sustain a spinning sword attack for as long as you wish.

COLLECT A CREW

UNLOCK EVERY BRAWLER AND A CLOSET FULL OF ALTERNATE COSTUMES.

With the right moves, you can delve deep into the Def Jam Vendetta story and earn characters and alternate costumes for single-match play. Or you can skip the story and cheat. Set up a single event and, on the character-selection screen, press and hold L, R and Z then press any of the button combinations listed on this page. A sound effect will indicate successful code entry. You must enter each code within a short time limit. The timer begins as soon as you press and hold L, R and Z.

On the character selection screen, press and hold all three shoulder buttons, then enter any of several five-button combinations. After you've entered all of the codes, you'll have a complete wrestler roster.

ALTERNATE COSTUMES

Manny and the four selectable story characters all go through costume changes over the course of the game. The characters are available at the beginning for single match play, but their alternate costumes are not. Enter codes to give the wrestlers clothing options.

CODE	UNLOCKED COSTUME(S)
A, B, X, Y, X	ONE ALTERNATE FOR BRIGGS
B, Y, X, A, A	TWO ALTERNATES FOR TANK
X, Y, X, Y, X	ONE ALTERNATE FOR MANNY
Y, B, A, Y, X	ONE ALTERNATE FOR SPIDER
A, Y, B, Y, X	TWO ALTERNATES FOR PROOF

GIRLFRIENDS

You can't go wrong with any of the Girlfriend characters. They're all scrappy fighters with strong punch and kick moves. Keep your distance from the big grapplers by hitting them with strike combinations. You'll fill your momentum meter quickly and give yourself a chance to go in for the finisher.

CODE	UNLOCKED CHARACTER
A, Y, A, A, A	CARLA
X, X, Y, Y, B	OPAL
X, Y, X, X, A	DEJA
A, A, A, B, X	PENNY
X, X, Y, A, X	T'AI

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

CHARACTER AND COSTUME CODES

DEF JAM STARS

You'll begin with a posse of five Def Jam stars, with seven more to unlock. All of the rappers are big-time bruisers who can hold their own in a fight.

CODE	UNLOCKED CHARACTER
X, Y, B, A, X	N.O.R.E.
Y, X, A, B, X	METHOD MAN
X, A, X, B, Y	DMX
X, Y, A, B, Y	SCARFACE
X, X, X, Y, B	LUDACRIS
X, X, B, Y, A	REDMAN
X, B, X, X, Y	FUNKMASTER FLEX

DMX is a fast fighter who can get his opponent in a grapple at will. He's also a strong kicker.

Scarface is big and powerful. Use him to punch your opponents into submission or throw them to the mat.

D-MOB AND HIS GANG

The street-fighting circuit leader puts a large group of fighters in your way. Their styles and abilities vary. Unlock them and give them a shot.

CODE	UNLOCKED CHARACTER
A, B, B, Y, X	PEE WEE
A, A, Y, B, Y	PEE WEE WITH AN ALTERNATE COSTUME
A, B, X, X, B	STEEL
B, B, X, Y, A	SKETCH
B, B, Y, A, A	ZAHEER
B, B, B, Y, X	HEADACHE
Y, B, X, Y, X	ICEBERG
A, X, B, Y, Y	MASA
X, B, A, A, X	CRUZ
B, Y, X, Y, A	POCKETS
B, A, B, X, A	HOUSE
X, X, Y, B, B	OMAR
A, B, B, X, X	DRAKE
A, Y, A, B, X	RUFFNECK
Y, X, B, A, Y	RUFFNECK WITH AN ALTERNATE COSTUME
B, Y, B, X, A	RAZOR
Y, X, A, B, B	RAZOR WITH AN ALTERNATE COSTUME
B, B, Y, Y, A	MOSES
Y, Y, B, A, X	CHUKKLEZ
A, X, A, X, Y	DAN G
A, Y, B, X, Y	ARII
Y, X, A, A, B	NYNE
B, B, A, A, X	SNOWMAN
Y, Y, B, Y, Y	D-MOB
Y, B, Y, A, X	D-MOB WITH AN ALTERNATE COSTUME
X, X, A, A, B	DEEBO

PIRATES of the CARIBBEAN

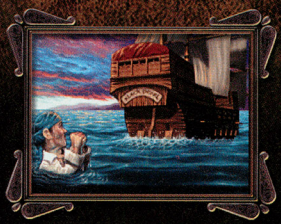
THE CURSE OF THE BLACK PEARL

"...might very well have been *the best Game Boy® Advance title at this year's E3.*"

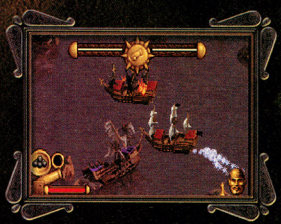
-gamespy.com

Unravel the mystery of the treacherous skeleton crew on the Nintendo Game Boy® Advance...

Defend your loot with cannons, artillery and swords



Live like a pirate – you must fight to survive



Fight enemy ships as you search for lost treasure

EVERYONE E MILD VIOLENCE ESRB

GAME BOY ADVANCE

Disney INTERACTIVE

POCKET STUDIOS

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FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN

Letter Attack returns! This month, we look at another addition to DigiPen's Missile Command-inspired falling-letter project. Unscramble, drag and drop the letters into the right places.

Bells & Whistles

Word War II

Our return to the Letter Attack project feeds off last month's addition. If you worked through the first addition, start on Step 2.

Step 1—Put Holes in the Word Pipe

The original version of the Letter Attack game shows the falling word in the word pipe. In our addition, the challenge is to figure out what the word is by looking at the falling letters. The first step is to replace the letters in the word pipe with blank spaces. Open one of the BMP files that displays a letter and fill the circle with black pixels. Save the file as blank.bmp. Add a new animation set called BLANK under the actor LETTERS, then add a frame in the BLANK animation set using the new BMP file.

Open the GetWord function under the My Functions node. Find the while loop and replace the following line:

```
character->Animation(anim);
```

with:

```
character->Animation(LETTERS_BLANK);
```

Step 2—Modify the LevelSM State Machine

To make the word more of a mystery, you can take out the timer so the letters fall all at once. Open the LevelSM state machine, then open the edge that leads from the drop__letters state back to itself. Go to the last line in the state's Conditions code and remove the reference to the timer so that the code reads:

```
return (Word[i]!='\n');
```

Then add the following to the Initial Actions of the start state:

```
This->Speed(1);
```

www.projectfun.digipen.edu

The DigiPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers. For details go to: www.projectfun.digipen.edu.

Step 3—Modify the Cursor Sprite

The original game uses the mouse-controlled cursor as an aiming device. The new variation will use the cursor as a tool to drag and drop the letters. Right-click the cursor sprite's node under Level__1 in the project tree to open its properties, then modify the properties to read:

```
GENERAL
Display List #: 2
Number of Variables: 1
```

Step 4—Modify the BLANK Animation Set

Before you make the letters drop into their spaces, you should make the spaces' bounding boxes smaller so the letters that the player is dropping can't cover two bounding boxes at the same time. Open the BLANK animation set under the LETTERS actor and change the bounding box parameters to:

```
Top: 8
Bottom: 24
```

Then open GetWord function and search for the line:

```
character->Visible(TRUE);
```

Add the following above that line:

```
character->CheckCollisionWithSprite(TRUE);
```

Step 5—Create a Sprite

When the player is dragging the letter to the word pipe, a shadow of the letter should show under the cursor. Create a sprite with the following properties:

```
GENERAL                 ANIMATION
Name: shadowLtr         Actor: LETTERS
Map: playfield          Initial Animation: BLANK
Unused: check           Initial Frame: blank
Display List #: 3
```

Step 6—Create a Function

The next step is to develop code that deals with the letters dropping into the spaces. Some of the required code already exists in the LetterSM state machine. We'll incorporate the code into a new function. Create a function called LtrCorrrect under the My Functions node with the declaration: void LtrCorrect(void). Add the following in the function's code area:

```
SpritePTR word("character_0");
TextPTR score("score");
```

Open the LetterSM state machine, then open the change__character state and search for the following lines in the state's Initial Actions code:

```
//Increment the number of shot characters by 1
word->LocalVariables[2]++;
```

Cut the lines from the Initial Actions code and paste them into the new function. Then search for:

```
//Decrement the number of characters in a word by 1
word->LocalVariables[0]--;
```

Cut the lines and everything below them, to the end of the Initials Actions code, and paste the lines into the function. Replace the code that you removed from the state with a function call:

```
LtrCorrect();
```

Step 7—Create a State Machine

In order to drag the letters, the cursor will need a state machine. Create one called CursorDragSM and set it to be used by sprites. Give it two states: normal and drag. Make the normal state the default starting state. Add an edge from the normal state to the drag state. Replace the Conditions code with:

```
return pMouse->IsTriggered(0) &&
    This->CollisionWithSprite("letter");
```

Then add the following under the Actions tab:

```
// Remember which sprite was picked up, so it can be deleted later
Sprite *ltr = This->CollisionWithSpritePtr("letter");
This->LocalVariables[0] = ltr;
// Activate the shadow sprite and use the red letter animation
SpritePTR shadow("shadowLtr");
shadow->Unused(FALSE);
shadow->Animation(ltr->Animation() + 1);
```

Open the drag state and add the following to its Actions code:

```
// Keep following the mouse cursor
SpritePTR shadow("shadowLtr");
shadow->WorldPositionX(pMouse->X() - shadow->HotSpotX(0));
shadow->WorldPositionY(pMouse->Y() - shadow->HotSpotY(0));
```

Add an edge from the drag state to the normal state and replace its Conditions codes with;

```
return pMouse->IsNotPressed(0);
```

Open the edge that leads from the drag state to the normal state and add the following to its Actions code:

```
SpritePTR shadow("shadowLtr");
shadow->Unused(TRUE);
int wordPos = -1;
if (This->CollisionWithSprite("character_0"))
    wordPos = 0;
else if (This->CollisionWithSprite("character_1"))
    wordPos = 1;
else if (This->CollisionWithSprite("character_2"))
    wordPos = 2;
else if (This->CollisionWithSprite("character_3"))
    wordPos = 3;
else if (This->CollisionWithSprite("character_4"))
    wordPos = 4;
else if (This->CollisionWithSprite("character_5"))
    wordPos = 5;
else if (This->CollisionWithSprite("character_6"))
    wordPos = 6;
else if (This->CollisionWithSprite("character_7"))
    wordPos = 7;
else if (This->CollisionWithSprite("character_8"))
    wordPos = 8;
else if (This->CollisionWithSprite("character_9"))
    wordPos = 9;
if (wordPos != -1) {
    Sprite *tryChar = This->LocalVariables[0];
    Sprite *hole = This->CollisionWithSpritePtr();
    if (tryChar->Animation() == GetAnimation(Word[wordPos])
            && hole->Animation() == LETTERS_BLANK) {
        // Add to score
        TextPTR score("score");
        score->Value += 50;
        hole->Animation(GetAnimation(Word[wordPos]) + 1);
        hole->CheckCollisionWithSprite(FALSE);
        tryChar->DeleteFlag(TRUE);
        LtrCorrect();
    }
}
```

Step 8—Assign the State Machine

Right-click the Level__1 node to open its properties. In the OnStart tab, add the following to the top:

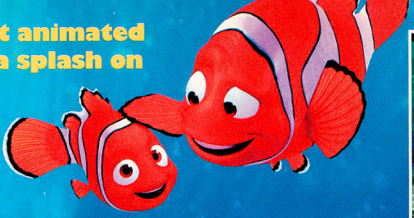
```
SpritePTR cursor("cursor");
cursor->behavior.AddStateMachine(SM_CURSORDRAGSM);
```

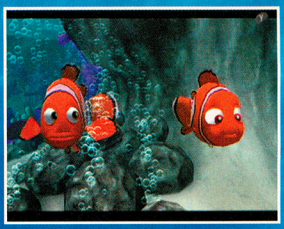
Save, compile and run to have the new feature take effect.

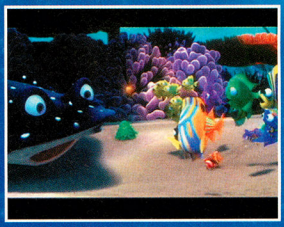
This summer's hottest animated adventure is making a splash on both GCN and GBA.

Disney · PIXAR

FINDING NEMO







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EVERYONE E CONTENT RATED BY ESRB

Under the Sea

Disney's new underwater tale revolves around the rescue of a clownfish named Nemo. Disney Interactive and THQ have turned the new Disney/Pixar adventure into an enjoyable console game that is simple to play, but difficult to master. Movie-quality cut scenes are included from the feature film.

Pocket Nemo

The GCN quest has been replicated for the GBA, and it follows the same story line and game play principles. See page 83 for more details.

Going to School

Nemo is one of those odd kids who looks forward to the first day of school. But he'll need to prove to his dad that he's ready to go.

Uncover Pearl

After receiving a few swimming lessons, you'll bump into two of your classmates, Tad and Shelton. Their friend Pearl is trapped in a cave. Swim through the ocean tunnels and lead Pearl back to her buddies. She will give you a gift that you can use to close the large clam.

Ready, Set, Go

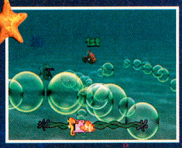
It wouldn't be the first day of school without a friendly race. Stay ahead of your classmates by holding the A Button. If you win the contest, you'll receive a starfish. After the race, practice trapping obstacles with air bubbles and eliminating them with the B Button.

Luxo Ball

If you earn a starfish on a level, you can access the level's bonus game. To play a bonus game, press Up on the Control Pad at the level-selection screen. The first bonus game involves pushing the Luxo Ball through six Bubble Rings. Finesse wins over strength in the challenge. Tap the ball lightly and allow it to float through the rings. Your time will be recorded.

Level-1 Starfish Bonuses

Each level has goals separate from the main objective. If you complete a special goal, you'll earn a starfish. By collecting all of the starfish on a level, you'll unlock extras that you can access from the level-select menu by pressing Up on the Control Pad then X. You can also check how many starfishes you've collected on the level-select screen. The first level's extra is an art gallery.

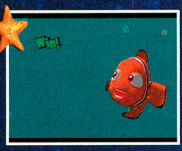


Bubble Rings

Swim through the level's 42 Bubble Rings to earn a starfish. Bubble Rings also give you a speed burst. You'll have to scour the ocean to find all the rings.

Pebble Bonus

After passing the clam, look for three colored pebbles (red, green and blue). Drop each pebble on a matching-colored platform. The red platform is to the far left.



Finish First

To win the race, hold the A Button and occasionally tap B to trigger a burst of speed. Don't worry about the Bubble Rings—you can replay the level to swim through all the rings.

Field Trip

Every teacher's worst nightmare is to lose a student on a field trip. When Nemo decides to break from the group, he loses track of Mr. Ray and is forced to make a mad dash through treacherous waters.

Seeking Protection

Sea anemones look like weed patches that you can use as protection from oncoming enemies. Press A to hide behind anemones. In addition to hiding, Nemo can collect krill, which will float around him and deflect attacks. Collect as many krill as possible in the level's early stages to serve as a shield for later.

Coral Maze

After bouncing on the orange rocks, Nemo and his new buddies will explore a coral reef that leads to a labyrinth of tunnels. The tunnels can be confusing—swimming through an opening you just exited will lead to an entirely new set of tunnels. Always reenter a tunnel after you exit it. Explore every tunnel to collect all the shells and find the way out. Be sure to tackle the Pebble Bonus in the coral maze area before leaving the reef and meeting up with Mr. Ray.

Stay with Mr. Ray

Your detour has put you far behind your teacher, and if you don't catch up to him, you'll become lost. Hold the A Button and swim through the Speed Rings to keep up with Mr. Ray. If you miss too many Speed Rings, you'll lose Mr. Ray and have to start the chase over. Don't overcompensate with the Control Stick—stay steady and make slight adjustments when necessary. Watch out for oncoming traffic. If you managed to gather a large collection of krill, you won't need to worry about getting hit.

The Drop Off

Nemo's new friends are starting to have a bad influence on him. After coercing him to ditch Mr. Ray's sing-along, they challenge Nemo to explore a sunken ship. Before Nemo can escape, a diver captures him.

Pop Goes the Puffer

Streams of deadly gas will emanate from the ocean floor, and enormous puffer fish will extend their spikes. To avoid the poisonous sting of the puffer, wait for it to deflate and sink to the floor.

Follow the Chain to the Sunken Ship

Move from side to side, dodging fast-moving eels and inflated puffer fish. Return to the center of the screen to pass through Bubble Rings, but beware of the strong current. Watch the movement of the tiny bubbles to mark the direction of the current. If you don't care about Bubble Rings, you can swim past the area safely by staying at the top of the screen. To avoid the diver at the end of the level, hold the A Button and stay in the middle of the screen. Swim through the Bubble Rings to gain speed bursts.

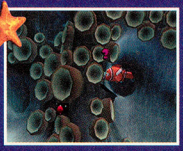
Level-2 Starfish Bonuses

Bubble Rings

It's difficult to swim through all the Bubble Rings while you try to keep pace with Mr. Ray. Don't worry if Mr. Ray gets too far ahead—as long as you swim through all the Speed Rings, you'll be able to catch him.

Hero Bonus

Wipe out 10 hermit crabs to earn the Hero Bonus. You will have to dash through rows of small bubbles to create bigger bubbles that you'll use to trap the crabs.



Pebble Bonus

In the coral reef, advance the colored pebbles by dropping them into the holes filled with rushing water. Then carry the pebbles to the correct platforms to earn the starfish.

Bounce Bonus

You can bounce on certain items, such as rocks, turtles and jellyfish, to earn bonuses. Bounce on each orange rock in Field Trip to obtain a starfish easily.

BONUS GAME

Squished

Ready for a challenge? Bounce on all 100 rocks while avoiding the deadly Squishes. Enter the tunnels with the B Button to avoid the oncoming enemies.

Level-3 Starfish Bonuses

Bubble Rings

The toughest rings to collect are along the chain. Take it slowly, avoiding the swarm of enemies and compensating for the powerful current that pushes you to and fro.

Hero Bonus

To earn an easy bonus, catch the three crabs at the start of the level. You must dart through an arch of small bubbles to create a large bubble and trap the final crab.

Pebble Bonus

First, grab the red pebble on the large platform at the start of the level. Note: The blue pebble is near the end of the level, and you'll have to carry it back to the beginning.

BONUS GAME

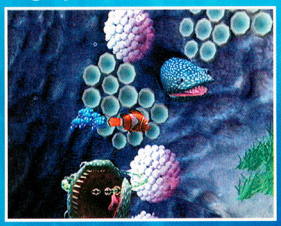
Slide Puzzle

No doubt you've played this kind of puzzle many times. Arrange the tiles on the screen to create a picture. Your time will be recorded.

Mask Chase

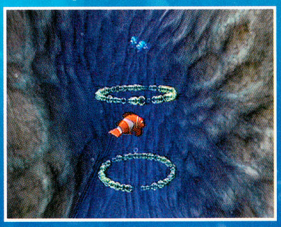
In Mask Chase, you're in control of Nemo's dad, Marlin. Each of the scenes in the level are timed, putting your swimming skills to the test. Along the way, you'll enlist the help of a forgetful fish named Dory.

Mighty Marlin



After having controlled Nemo for so long, you'll have to adjust to Marlin's speed and power. You must complete the opening section in 90 seconds. The first time through, don't worry about earning bonuses—you can replay the level as many as times as you'd like.

Pick Up the Pace



You have only 65 seconds to complete the second stage. As you dive deeper, the strong current will push you toward dangerous enemies. Slow down to avoid running into the claws of a hermit crab or the spikes of a puffer fish. Ignore bonus points—there's not enough time.

Krill Collection

The current will gain strength as you delve into the depths. Gather as many krill as you can find to protect yourself from the dangers ahead. You have a little more time in the third section—75 seconds—so feel free to trap a few hermit crabs and swim through Bubble Rings.

Ride the Walls

The final stage has an 80-second time limit, which is plenty. At the start of the section, find six krill in the upper-right corner. Continue downward, sticking close to the ocean walls to avoid baddies. Watch out for sea urchins and their long, treacherous spikes. At the end of the level, stay toward the bottom of the screen to avoid the passing traffic.

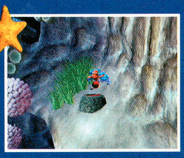
Level-4 Starfish Bonuses

Bubble Rings

You won't have enough time to gather all the rings on your first run. After completing the level, start over, ignoring the time limit and focusing on the bonus objectives.

Hero Bonus

There are 22 enemies to capture in this level. Once you eliminate an enemy, it will be gone for good—even if you run out of time and have to start the section again.



Pebble Bonus

Without worrying about the clock, replay the first section as many times as needed to complete the Pebble Bonus. The red platform is on a cliff above the red pebble.

Pairs

It's a little ironic that the forgetful Dory attempts to win a challenging, three-dimensional spin on the classic game of Memory. Match all the pictures to earn a starfish.

Catch Dory

Marlin is thrilled to find a fish who knows the location of Nemo's boat. Follow Dory closely, but don't expect her to lead you to Nemo. Once you catch up to her, you'll discover she suffers from short-term memory loss.

Going in Circles

Keep pace with Dory by swimming through the Speed Rings. Press B when near a tunnel entrance to dash inside and collect shells. Some tunnels serve as shortcuts, but others will slow you down. You'll soon realize you're getting nowhere—Dory will lead you in a loop until you either catch up to her or fall too far behind. If you lose track of Dory, you'll have to start the pursuit over. After three chases, Dory will explain her memory problem in a hilarious cut scene.

Level-5 Starfish Bonuses

Bubble Rings

Concentrate on getting all the rings and worry about catching Dory after you've completed the bonus objective. Keep looping around the course until you have them all, then find Dory.

Slide Puzzle

Another slide puzzle—but this time, there are more squares to contend with. As usual, the clock is not an issue, but your time will be recorded for record-keeping purposes.

Minefield

Despite Marlin's hesitation, Dory eagerly accepts an invitation to a stranger's party. You must guide the speedy Dory through hazardous minefields while following a shark named Bruce to his home.

Behind Bruce

Bruce moves quickly, so swim through the Speed Rings to keep pace. As long as you remain in the center of the screen, you'll avoid the tentacles and mines. Currents will attempt to push you off course. Try to remain steady.

Try, Try Again

Each time you bounce on a mine, it will turn a darker shade of red. The mine will explode if you bounce on it four times. You'll need to study the field layout before you'll be able to pass it successfully. Keep trying until you learn the route.

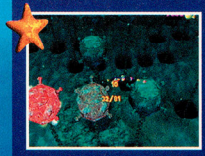
Fight the Current

Take advantage of the Speed Rings in the first tunnel to keep pace with Bruce—you'll need some leeway to make it through the floating minefield. Toward the end of the level, the strong current will push Dory around, causing her to miss a few of the Speed Rings. Don't panic—fight hard against the current to get Dory back on track. Just before the end of the level, skip the Speed Rings to avoid the ink clouds.

Level-6 Starfish Bonuses

Bubble Rings

You should be a master of collecting Bubble Rings by now, but if you don't get them all the first time through, replay the level without worrying about keeping pace with Bruce.



Bounce Bonus NP

Bouncing on every mine is difficult. You cannot jump diagonally as you could on the rocks. Study the layout before attempting the challenge. Move quickly from mine to mine.

Luxo Ball

In the more challenging version of Luxo Ball, drop the ball through 16 hoops and avoid contact with the mines. You'll have to keep the ball away from the mines as well.

Finding Nemo on the GBA

The linear style of the console game allows it to translate perfectly to the GBA. The underwater environment is just as vibrant, and the controls are even more responsive in the handheld version. Nemo fans will want to own both titles.

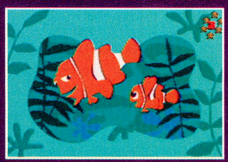
Take Two

The GBA game features the same story line and many of the features from the GCN version, such as controlling different characters, carrying pearls, swimming through rings and playing bonus games. The talented group at Vicarious Visions developed Nemo's GBA frolic.

Star Rings

Swim through 10 Bubble Rings to earn a Star Ring, or swim through individual Star Rings on each level. Star Rings allow you to play Dory's Memory Game.

Picture Gallery



The more Star Rings you have, the more chances you get to finish Dory's Memory Game at the end of each level. Complete a memory game to add a piece of artwork to the Picture Gallery.

Home Sweet Home

There's no place like home, but Marlin and Dory have a lot of work to do before Nemo is safe and sound. The GCN and GBA versions of Finding Nemo will provide gaming satisfaction to a large audience. Experienced gamers will enjoy the challenging minigames, while young gamers will appreciate the simple controls.

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the soul still burns!

We're not going to mince words—Namco's Soul Calibur II is quite possibly the best fighting game ever created. The original Soul Calibur was released on the now-defunct Sega Dreamcast to rave critical reviews and quickly snatched up by fighting game fans everywhere. The newest title takes up right where the first game left off and presents a perfect combination of beautiful graphics, fantastic sound and stellar game play.

characters

There are 20 playable characters in Soul Calibur II—each with his or her own set of moves. Characters highlighted in yellow must be unlocked in Weapon Master mode.

astaroth

AGE: 7
ORIGIN: Unknown
WEAPON: Giant Ax
HEIGHT: 6'8"

cassandra

AGE: 21
ORIGIN: Athens
WEAPON: Short Sword
HEIGHT: 5'5"

ivy

AGE: 32
ORIGIN: London
WEAPON: Valentine (Ivy Blade)
HEIGHT: 5'10"

kilik

AGE: 23
ORIGIN: Unknown
WEAPON: Kali-Yuga
HEIGHT: 5'6"

link

AGE: Unknown
ORIGIN: Hyrule
WEAPON: Master Sword
HEIGHT: Unknown

maxi
AGE: 28
ORIGIN: Syuri
WEAPON: Nunchaku
HEIGHT: 5'8"

mitsurugi
AGE: 29
ORIGIN: Japan
WEAPON: Katana
HEIGHT: 5'7"

necrid
AGE: Unknown
ORIGIN: Unknown
WEAPON: Enigma
HEIGHT: 6'5"

nightmare
AGE: Unknown
ORIGIN: Unknown
WEAPON: Souledge
HEIGHT: 5'6"

raphael
AGE: 32
ORIGIN: France
WEAPON: English Rapier Sword
HEIGHT: 5'9"

taki
AGE: 29
ORIGIN: Japan
WEAPONS: Ninja Swords
HEIGHT: 5'7"

talim
AGE: 15
ORIGIN: SE Asia
WEAPONS: Loka Luha & Syi Salika
HEIGHT: 4'8"

voldo
AGE: 50
ORIGIN: Naples
WEAPONS: Katars
HEIGHT: 6'1"

xianghua
AGE: 20
ORIGIN: Peking
WEAPON: Chinese Sword
HEIGHT: 5'0"

yunsung
AGE: 18
ORIGIN: Chi-Ri san
WEAPON: Chinese Sword
HEIGHT: 5'9"

cervantes
AGE: Stopped at 48
ORIGIN: Spain
WEAPONS: Soul Edge & Nirvana
HEIGHT: 5'9"

charade
AGE: Unknown
ORIGIN: Unknown
WEAPON: Charade
HEIGHT: Varied

seung mina
AGE: 23
ORIGIN: Chi-Ri san
WEAPON: Zamba-toh
HEIGHT: 5'4"

sophitia
AGE: 25
ORIGIN: Athens
WEAPON: Short Sword
HEIGHT: 5'6"

yoshimitsu
AGE: Unknown
ORIGIN: Unknown
WEAPON: Katana
HEIGHT: 5'7"

full-calibur mode

There are many ways to play Soul Calibur II. The main action is in Arcade mode, which lets you take one fighter through a number of battles, ultimately facing off against a powerful boss character called Inferno. You can also challenge a friend in Vs. mode, take on multiple enemies in Team Attack or Time Attack mode, or see how long you can last in Survival Mode. But the king of Soul Calibur II is Weapon Master mode—a gigantic story-based arena in which you unlock new art, weapons, costumes and fighters by fighting hundreds of battles.

As you progress through Weapon Master mode, you'll unlock new paths that take you to previously unreachable areas.

Each character has at least two outfits (many have three and Link has four) and 11 different weapons. Each weapon will attack in a different way. One type of weapon will actually drain your own health in exchange for dealing more damage to a foe.

You will gain both gold and experience points in Weapon Master mode. You can use gold to purchase items, and experience gives your character new rankings—great for bragging rights.

The NP Krew Tourney

Soul Calibur II is so popular around the NP office, we decided to have ourselves a little tournament! In addition to being a fun way for us to spend an afternoon, it allowed us to examine how well-balanced Soul Calibur II is. All matches were best-of-seven series.

Talim vs. Astaroth

Astaroth used his size and strength to wallop tiny Talim. His ax tosses (which threw Talim across the arena) elicited gasps from all onlookers.

Mighty Astaroth is also the slowest fighter, and Talim fought back by moving in close and using a series of speedy combo attacks.

Talim wins!

Although Astaroth had a huge size and strength advantage, Talim was able to defeat him by using fast, close-range moves.

Link vs. Kilik

Kilik has the best range of anyone except Ivy, and he used his staff to keep Link at a distance.

Link countered with powerful sword swings and long-range bow attacks. He also scored two Ring Outs—moves that result in an instant win.

Link wins!

Kilik put up a good fight, but Link pressed the attack and knocked him out of the ring twice—a KO deficit that proved impossible to overcome.

Talim vs. Link

The first fight was a blowout. Link used his bow to keep Talim at a distance, then struck with a fierce overhand swing whenever she tried to move in close. In the second fight, Talim pinned Link against the wall and weakened him, but he pulled out a victory with a last-minute attack from above.

Talim tried to neutralize Link's long-range bow and bomb attacks by staying close and using a variety of kicks. She used the strategy to destroy Link in the fourth and fifth battles, but he came back to win the sixth match and take the series 4-2. Link's combination of speed and strength was just too much for Talim to handle.

Link wins!

Talim's close-attack strategy worked against a slow fighter like Astaroth but was no match for Link's speed. He was able to counter her move for move and eventually pull out a hard-fought (and very close) victory. All spectators agreed that it was a match for the ages.

Voldo vs. Mitsurugi

Voldo used the same moves over and over in his matches, attacking low and never blocking once.

Mitsurugi had a range advantage on Voldo, but he was unable to stand against his foe's fierce offensive volley.

Voldo wins!

Both Jim and George were Soul Calibur newcomers, and their match was a blockless, button-mashing slugfest.

Maxi vs. Ivy

Maxi is a good blend of strength and speed, and he used his nunchaku to smack Ivy around the ring.

Ivy struck back with a series of long-range attacks, entangling Maxi in her Valentine whip-sword.

Ivy wins!

Ivy kept her distance and never let Maxi gain momentum. She also proved to be a master at blocking his attacks.

Voldo vs. Ivy

Voldo's "all offense, all the time" strategy was put to the ultimate test against Ivy. His fierceness set her on her heels at first, but she quickly learned to counter his attack patterns by blocking and striking while he was moving in for a close attack.

As the match wore on, Ivy began to have her way with Voldo. She seemed able to counter Voldo's every move, and her masterful use of the Valentine kept him too far away to use his short blades effectively. The match was a sweep for Ivy.

Ivy wins!

Steven's experience playing the first Soul Calibur was too much for Jim to take on with aggressive button mashing. Though short, the fight was both honorable and entertaining.

Final battle! Link vs. Ivy

Ivy tried to stay away from Link, but he countered with arrows that caught her off-guard.

Link took the first two matches, but Ivy won the third by attacking Link with low blows.

In the end, however, Link's bow and bomb moves overcame Ivy, and he won the day.

Link wins!

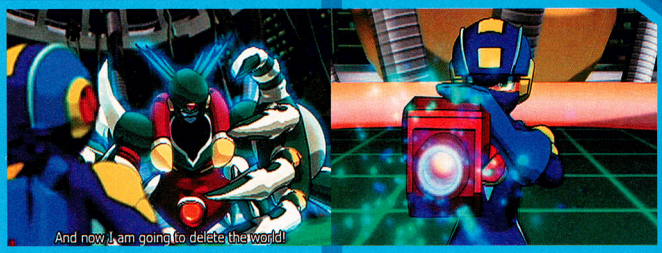
The tourney proved that Soul Calibur II is a game with balance—a game where even a tiny fighter can take out a massive strongman. Fun for newbie button-mashers and expert strategists alike, Soul Calibur II will easily be one of the best GCN titles of 2003.

MEGA MAN NETWORK TRANSMISSION™

Save your fellow Navis from the Zero Virus in Mega Man's GCN debut.

IN THE YEAR 200X...

A month after Mega Man and Lan foiled the plans of the nefarious WWW crime organization in Mega Man Battle Network (GBA), a mysterious virus has begun infecting Net Navis—the artificial robots that navigate cyberspace for their users. No effective antidotes have been found, so it's up to Mega Man to stop the virus from spreading.



Game Basics

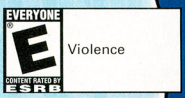
You progress through Mega Man Network Transmission by switching between Lan in the real world and Mega Man in cyberspace. The game begins in Lan's room, where you can access your PET, or Personal Terminal, by pressing the Start Button.

Your PET

Think of your PET as a next-generation PDA. You can use it to check your e-mail, customize Mega Man's weapons and armor, manage your Battle Chips and access the town map. It's a handy little device, to be sure.

ACDC Town Map

The ACDC Town map is where you'll jack in to the Net with Mega Man. Each map location leads to a different level. The farther you proceed in the game, the more locations you'll be able to jack in to.



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Mega Man's Arsenal

Lan is safe and sound in his room, but you'll face all sorts of dangers on the Internet with Mega Man. To help the Blue Bomber survive, you must carefully manage the selection of Subchips and Battle Chips at your disposal. Subchips can be used to restore Mega Man's HP, MP or Custom Gauge, and Battle Chips bestow our hero with a variety of special attacks and abilities.

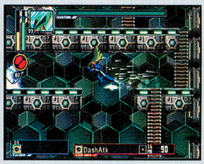
Chip Folder

Your Battle Chips are contained in both your Chip Folder and your Backpack, but you have access only to the chips in your Folder. You can move chips back and forth via the PET menu, but you must keep 20 different chips in your Folder at all times. You can designate a single chip as your Regular Chip by selecting it in your Folder and pressing the Z Button. If a chip's memory (displayed in MBs) is greater than your Folder's memory, however, you cannot make that chip your Regular chip.

Selecting Battle Chips

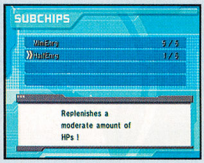
At the beginning of each level, Lan will send you five chips—your Regular chip and four others selected at random from your Folder. Choose the chips you want to equip and hit OK. Any chips that you pass up will be added to your choices the next time you activate your Custom Gauge.

Using Battle Chips



The number of times you can use a chip in a level is limited to how many copies of that chip you've collected. If you're running low on firepower, you can call for a new selection of chips when your Custom Gauge is full by pressing the Z Button.

Subchips



Subchips are special chips that you can purchase only in shops. New Subchips become available as you progress through the game. Some restore Mega Man's HP, MP or Custom Gauge while others upgrade his armor.

Battle Chips

The Blue Bomber's trusty Mega Buster is fairly weak in MMNT, so it's crucial that you know how to use your Battle Chips properly. From the Folder screen, you can view each chip's attack power, elemental attribute and the situations in which you're able to use it (many chips cannot be used while you're jumping or climbing). Below is a small sampling of the chips in the game.

Cannon

A blaster with a powerful forward attack. Basic yet effective.

V-Gun

Spreads diagonally in two directions after hitting a target.

Mini Bomb

A small bomb that you throw forward in a parabola. Explodes on impact.

Hi Cannon

A more powerful version of the Cannon. Save it for the tougher foes.

Bubbler

A water-based attack that spreads forward after hitting a target.

Long Sword

Swung horizontally like the standard Sword but has a longer reach.

Repair

Restores terrain at Mega Man's feet. Use it to prevent platforms from falling.

Recov 30

Replenishes 30 HP. It's a good idea to keep one equipped at all times.

Fire Arm

A flamethrower attack that you'll receive after defeating Fire Man.

Stone Bod

Makes Mega Man invincible for about five seconds, but he can't move or attack.

Double Jump

Allows Mega Man to jump higher. You'll need it to reach certain areas.

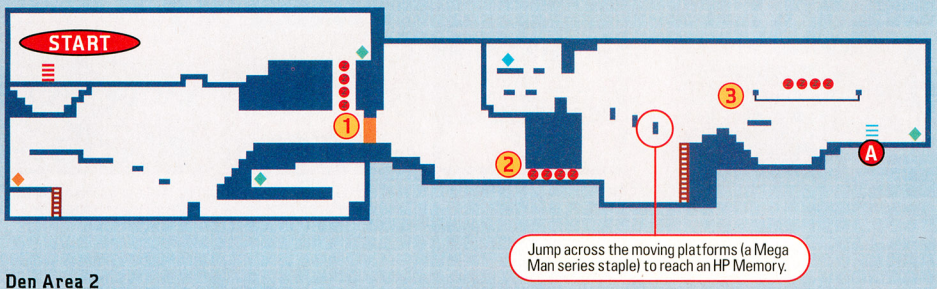
Roll

Attacks the nearest enemy then replenishes some of Mega Man's HP.

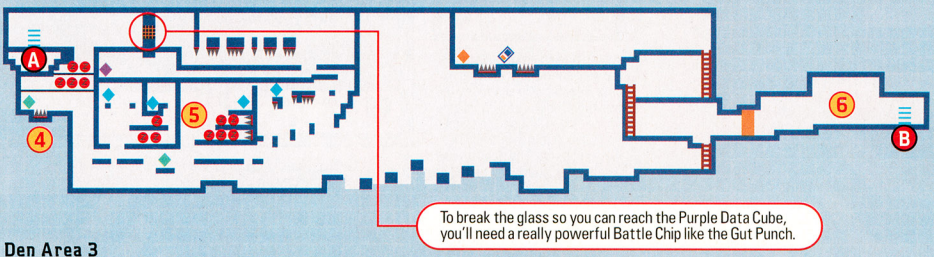
Lan's House

As our tale begins, Lan is supposed to be doing his homework, but like any self-respecting procrastinator, he decides to check his e-mail first. He receives a message from his friend Mayl, who's concerned that her Net Navi, Roll, hasn't returned from running errands. Mega Man and Lan decide to investigate. Press Start, select the Map option and jack in to Lan's house.

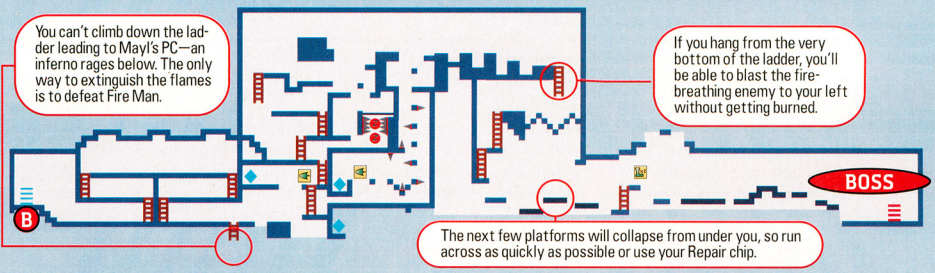
Den Area 1



Den Area 2



Den Area 3



Map Key

There are three kinds of Data Cubes in MMNT. The green and blue cubes reappear when you reenter a stage, but the purple cubes do not.

Green Data Cube
The contents of green cubes are random.

Blue Data Cube
The contents of blue cubes are predetermined.

Purple Data Cube
You must have the correct Subchip to open a purple cube.

Zennies
Zennies are the currency of Mega Man's world.

Pass Code
Pass Codes are required to unlock Security Cubes.

Backup Chip
Backup chips increase the number of times you can continue.

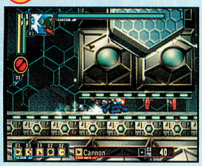
Dash Attack
Use the Dash Attack to reach a nearby item or platform.

Double Jump
Use the Double Jump to reach a nearby item or platform.

1 Security Cubes

Before you can unlock the Security Cube blocking your path, you'll need to pick up the level-one Pass Code on the left side of the map. Once the Pass Code is in your possession, the Security Cube will open automatically as you approach.

2 Electric Slide

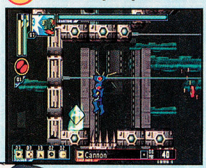


Mega Man can slide to get through tight passages such as the one pictured to the left. To perform a Slide, hold Down on the Control Stick and press the Jump button.

3 Grapple Up

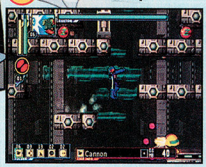
Jump and hold Up on the Control Stick to grab on to the Cyberbar, then glide across to get past the enemies below. You can jump up to grab the Zennies along the way, but be sure to hold Up on the Control Stick to grab on to the bar again.

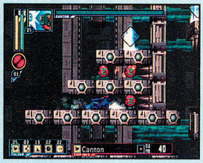
4 Deadly Spikes



As in previous Mega Man games, if you so much as touch a spike you'll lose a life. To grab the Battle Chip nearby without being deleted, you can either jump over the spikes or use the Cyberbar to glide across.

5 Slide Jump





To reach point 5 on the map, slide on the platform where the Green Data Cube is and jump to your right just before you fall off. On the following platform, walk to the ledge edge, then jump and hold Right on the Control Stick to land on the platform above.

6 A Friend in Need

Roll is waiting near the Den Area 2 exit. She'll warn you that there's a fire blazing up ahead and will give you Heat Armor that reduces fire damage by half. To equip the armor, press Start and select the Mega Man option from the PET menu.

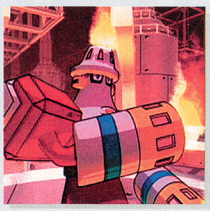
Be Prepared

The boss battles in Mega Man Network Transmission can be harrowing affairs, but you'll emerge victorious if you're properly prepared. Most bosses have an elemental weakness or a vulnerability to certain types of attacks. We've provided a list of suggested chips for each boss to help you exploit those weaknesses and survive long enough to do so. To ensure that the recommended chips will be available when you reach the boss, pass on them as you progress through the level.

Fireman.exe NP

Suggested Chips: Aqua Sword/Bubbler/Recov 30

As one might expect, Fire Man is vulnerable to water attacks. The Aqua Sword (which you can purchase from Higby's shop) can defeat him with two quick swipes, so buy a pair of the swords if you can afford them. Otherwise, use the Bubbler then slide under his flamethrower attack.



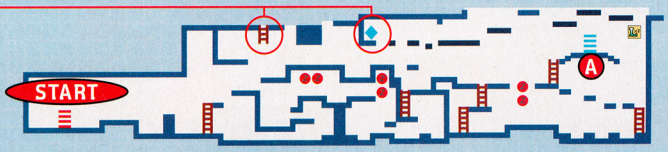
Mayl's House

After a brief conversation with Lan's father, you'll receive a new batch of e-mail. Read the message from Mayl to receive the powerful Roll chip and gain access to her house as a jack-in location.

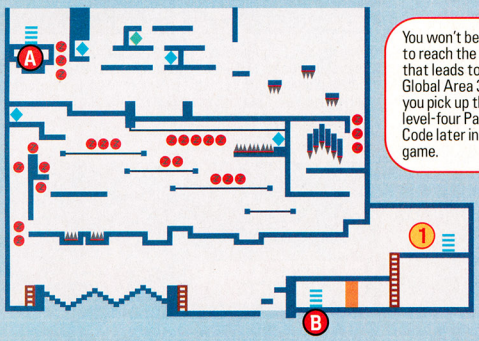
If you read the message from the Battle Mailing List, you'll also be able to jack in to the Net Battle Simulator, which allows you to hone your skills against any Navi that you've already faced.

Den Area 3 (cont.)

To reach the Blue Data Cube, climb up the ladder and work your way through the upper section of Den Area 3. When you get to the falling platforms, slide underneath the ladder to your left and start jumping across.

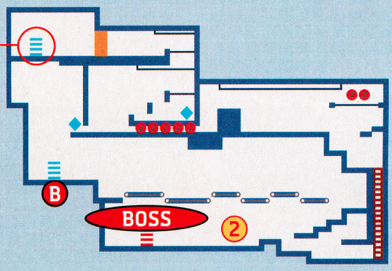


Global Area 1



You won't be able to reach the warp that leads to Global Area 3 until you pick up the level-four Pass Code later in the game.

Global Area 2



1 The Outer Net

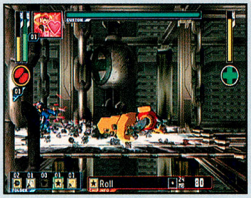
A Security Cube is blocking access to Global Area 2, so head to the Outer Net via the nearby warp. After you meet Star Man and Number Man, you'll receive an e-mail from Dex that contains the Pass Code you need.

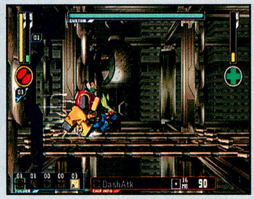
2 Program Advances

Combining certain Battle Chips can yield powerful new weapons. Choose the Sword, Wide Sword and Long Sword (in that order) when selecting your chips to create the Life Sword.

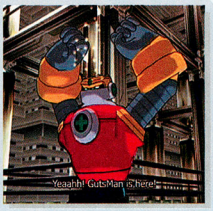
Gutsman.exe

Suggested Chips: Life Sword/Dash Attack/Recov 30





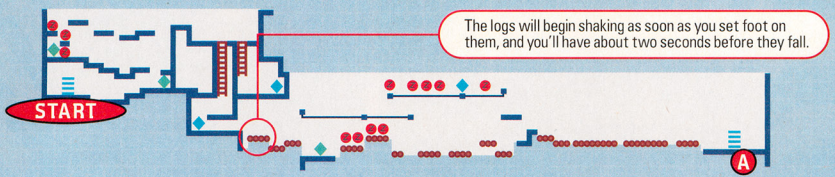
Guts Man may move slowly, but his shockwave attack is lightning-fast—be ready to jump. When he moves in close, use the Dash Attack to get by him, then run away; otherwise he'll nail you with his devestating Gut Punch. If you have trouble creating the Life Sword, equip the Hi Cannon or Fire Arm instead.



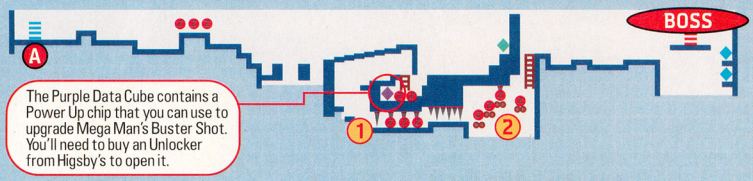
Yai's House

After you defeat Guts Man, four new jack-in locations will open: Yai's house, the bank (via the bus stop) and the Shopping and Waterwoks districts on ACDC Street. You can tackle them in any order, but we recommend jacking in to Yai's house first. The garden level is relatively short, and you'll find lots of new Battle Chips and power-ups.

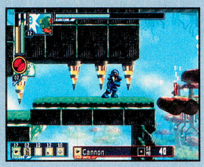
Garden Comp 1



Garden Comp 2

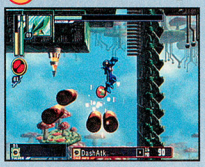


1 Beware of Spikes



The first set of spikes is easy enough to get past since there's a gap after each one. For the second set, you'll have to step forward as soon as the spike in front of you has risen.

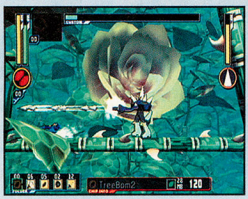
2 Careful Timing

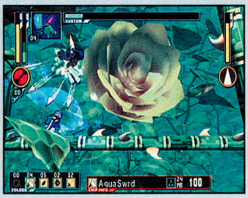


There's a spike above the highest pair of logs, so you must time your jumps carefully to avoid getting skewered. Start jumping across the logs as fast as you can as the spike is coming down.

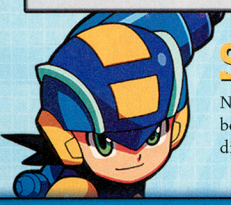
Needleman.exe

Suggested Chips: Burner/Heat Shot/Roll





Needle Man is vulnerable to fire attacks, but you must survive long enough to use them. Slide under his needle cannon (as you did Fire Man's flamethrower), and when he jumps, be prepared to dodge a spread attack. When leaves surround him, move in close, then stand under him as he leaps up to avoid a flurry of needles.



SURFING THE NET

Needle Man's under control and Yai's garden is back to normal, but Mega Man still has a lot of work to do before the rest of the Internet is safe. Continue experimenting with different Battle Chip combinations to discover new Program Advances—you'll need the extra firepower.

Radical Entertainment and Vivendi Universal Games unleash the green goliath on Nintendo GameCube. Prepare for mass destruction.

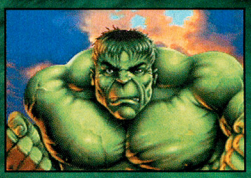
HULK™

The Story Continues

The events of Hulk on GCN take place after those of the film, and they chronicle the continuing struggles of Dr. Bruce Banner and his enraged alter ego. Not only will he have to contend with a U.S. military still intent on capturing him, he'll also encounter a host of powerful supervillains including Half-Life, Madman and The Leader.

THE INCREDIBLE HULK™

The devestation doesn't end with the GCN game. If you want to know how you can smash things on the go, turn to page 97 for information on The Incredible Hulk for GBA.



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ESRB: TEEN T — Mild Violence

Inner Torment

Before the adventure gets under way, you'll have to play through a brief tutorial in front of Kirby's Filling Station (named after famed comic book artist and Hulk cocreator Jack Kirby). Take the opportunity to learn the wide variety of attacks at our hero's disposal.

One-Man Demolition Crew

Follow the instructions at the bottom of the screen to lay the smackdown on the attacking soldiers. As you fight, your Rage meter will fill up. When it's full, you can deliver one of two Rage attacks by pressing either Y and X or A and Y.

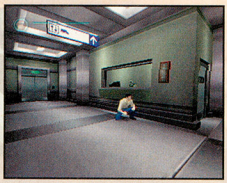
Tank Make Hulk Mad!

To destroy the tank at the end of the tutorial, stand back and wait for it to fire. A carefully timed punch will send the tank's projectile back to its point of origin.

Desperate Measures

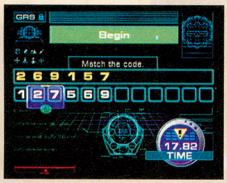
After you complete the tutorial, Bruce gets a call from his former mentor, Professor Crawford. The professor claims to have his Gamma Orb working, which should purge Bruce of the savage Hulk. Unfortunately, the military is also after the orb.

Sneaking Around with Bruce



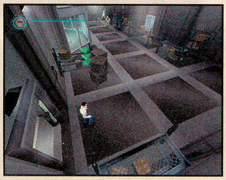
The Gamma Orb won't be of much use if The Hulk smashes it into pieces, so you'll need to infiltrate the lab as the mild-mannered Dr. Banner. The place is already crawling with military personnel—follow Professor Crawford's instructions to avoid being spotted.

Enter the Passcode



To hack into a computer's security system, you must arrange the bottom row of characters to match the top. The time limit is displayed in the lower right-hand corner of the screen. If time expires before you enter the correct passcode, you'll have to try again.

Find the Air Vent



After you unlock the door, crouch behind the crates where the green arrows are pointing. Wait for the guards to finish their patrol, then run to the far end of the room. You'll see a target appear on another stack of crates. Pull the crates away from the wall and enter the exposed air vent.

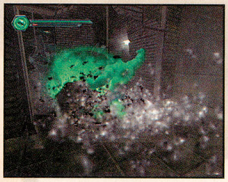
Betrayal

Needless to say, the Gamma Orb doesn't work (at least not the way Bruce was expecting). That makes Bruce angry, and we know what happens when Bruce gets angry. Take control of The Hulk and chase after your new foe, Ravage.

Follow Ravage

Your pursuit of Ravage spans multiple city blocks. Follow the green arrows and the trail of destruction that Ravage leaves behind. When you get to the edge of a building, press the A Button to leap to the next rooftop.

Hulk Smash!



One of the benefits of being an enormous green monster with superhuman strength is that there's no such thing as a dead end. If a wall or a window stands in your path, simply knock it down and be on your way.

Weapons Everywhere

As you travel from building to building, you'll be accosted by soldiers. They don't pose much of a threat, but if you're feeling ornery, you can pick up almost any object in the environment and use it as a weapon.

Beneath the City

The chase continues into the city sewer system, where the military has dispatched soldiers to apprehend both you and Ravage. Stop to fight them only when necessary.

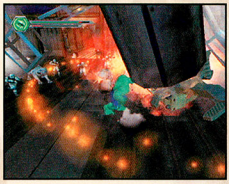
Increased Opposition

You'll encounter two new types of enemies in the sewers: Gamma Dogs and soldiers equipped with force fields. Gamma Dogs are stronger than your other foes. To take down the soldiers equipped with force fields, you'll need to use a weapon (such as an oil drum or a steel pipe).

End of the Line

You'll lose track of Ravage as he escapes from the sewers, but unfortunately the military is still hot on your trail. Whether it's unfortunate for you or them is up for debate.

Fight or Flee



You could run to the end of the level without stopping to fight a single enemy, but you haven't lived until you've demolished a train car and hurled the burning husk at your terrified foes. If you want to run, go play Track & Field.

Boss: Half-Life

NP

The first supervillain you'll face is the energy vampire known as Half-Life. If he so much as touches you, he'll drain your health and replenish his own in the process. Luckily there are plenty of potential weapons lying around that you can use to pummel him while avoiding direct contact.

Smash the generators surrounding you and Half-Life as quickly as possible. Once you've exposed the electrical current, you can knock him into the generators to inflict heavy damage (much more than you would simply by clubbing him with an object). You must deplete the vampire's health bar twice to defeat him.

Infiltration

Ravage has taken the Gamma Orb and a hostage to a base on Alcatraz. Barging in as the Hulk would trigger the alarms, so you'll have to try a more stealthy approach. Infiltrate the facility as Dr. Banner without being spotted.

Beware of Dogs

After you sneak past the first trio of guards, push the lone crate up against the stack where the arrows are pointing. Climb the crates and drop down on the other side of the fence. Hold the A Button while you walk past the sleeping dogs, and stay out of the searchlight.

He's Only Sorta Angry

If you sneak up behind a guard and press the X Button, Bruce will put him in a choke hold and knock him out. It's not very doctorly, but it'll make it easier for you to move around without getting caught.

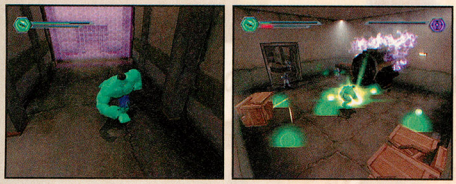
Knock Out the Generators

To open the door at the end of the level, you must deactivate the generators on both sides of the building. Head to your left first, and position the crates next to the green arrows so you can climb over the fence. After you deactivate the first generator, the fence in front of the other one will open.

Facilities

While watching the monitors, Bruce discovers that Ravage's hostage is Betty Ross. With the alarms turned off, he's free to transform into The Hulk and rush to her rescue.

Take Out the Generators



To disable a force field that blocks your path, you must find the generator that's powering it. Don't try to destroy the generator with your bare hands, or it'll electrocute you. Use an object or a Rage attack. If you get lost in the facility's winding corridors, simply look for a door that you haven't smashed yet.

Substructure

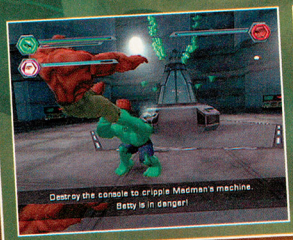
You were introduced to the gamma-powered mutants in the previous level, and you'll run into a lot more of the big bruisers in the substructure. Show 'em that there's only one true Hulk.

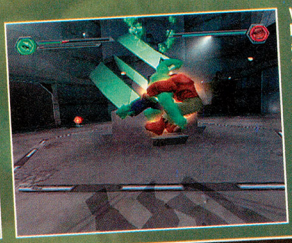
The Big Guns

The gamma-powered mutants are tough—the machine-gun turrets can be a real nightmare. Instead of taking them on directly, conserve your health by destroying the generators to shut them down.

Boss: Madman

Madman has placed Betty Ross in an irradiation chamber. You must destroy the computer consoles surrounding the chamber before Betty's health meter reaches zero. Once you've destroyed all four consoles, turn your attention to Madman.



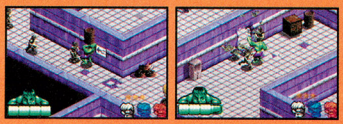


When Madman raises his hands above his head, he's about to unleash a shockwave. When you hear him growl, he's preparing to charge at you three times. Madman's invincible during both attacks, so you'll want to employ a hit-and-run strategy. Keep your distance until he settles down, then move in quickly and strike hard.

THE INCREDIBLE HULK—GBA

Since it's based on the comic book series rather than the movie, The Incredible Hulk on GBA tells a different story and features different villains than its GCN counterpart. Among the adversaries you'll face are The Executioner, Tyrannus and The Abomination.

Portable Destruction



The green goliath is every bit as destructive on GBA as he is on GCN. He can smash through walls and pick up a variety of objects to use as weapons. For better or for worse, there are no Bruce Banner levels.

Rage Attacks

When you cause a lot of damage, "Super Smash!" or "Rampage" appear. Do so as often as you can to activate new Rage attacks.

HULK SMASH MORE!

It's never been a better time to be a Hulk fan. The comic is on a roll lately, the movie looks promising and the games should satisfy your primal need to break stuff. Perhaps the fame will help Bruce cope with his tragic circumstances. Cue sad walking-away music from *The Incredible Hulk* television series.

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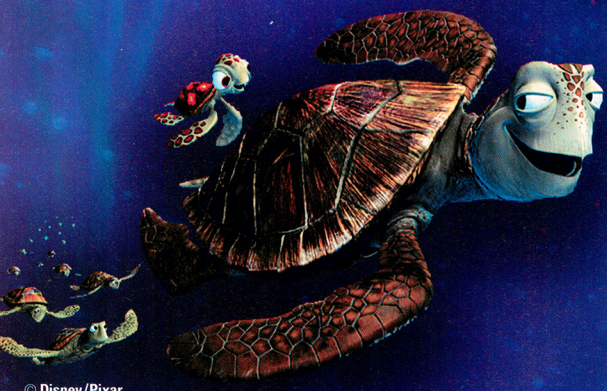

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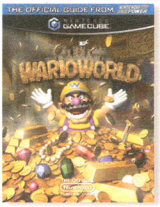

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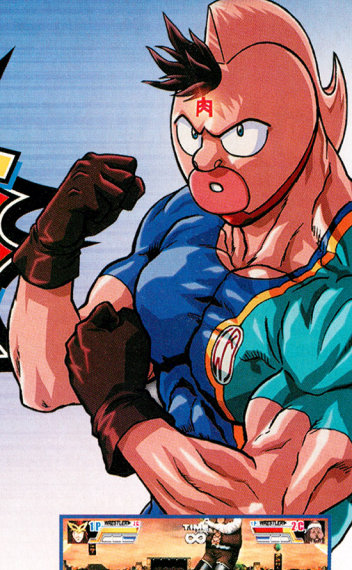
ULTIMATE MUSCLE

THE KINNIKUMAN LEGACY™

LEGENDS VS NEW GENERATION



GREAT TREMBLING TRICEPS! BANDAI'S ULTIMATE MUSCLE—THE KINNIKUMAN LEGACY: LEGENDS VS. NEW GENERATION FOR GCN IS A MEGA-DYNAMIC GRAPPLING SHOWDOWN! JOIN THE MUSCLE LEAGUE FOR MULTIROUND MAYHEM!

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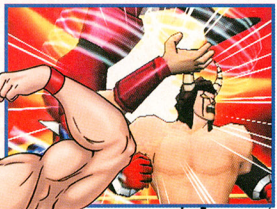


FLEX YOUR PECS

Ultimate Muscle superstars are facing off for the Muscle League crown and a chance to punish villainous hordes who have returned to Earth after a long hiatus. With a choice of seven wrestlers from the start, and 13 more unlockable mat mashers, the field is full of turnbuckle-busting talent! The stage is set. The bell has rung. Fly into the ring and show your opponents a thing or two.

ESRB TEEN T — Comic Mischief Violence

GCN WRESTLING ACTION

Developed by AKI Corporation, the masters of video game wrestling, the Ultimate Muscle exercise for the GCN is a mat-pounding powerhouse with power-ups and signature moves.

GBA GRAPPLING GREATS

Bandai's GBA Ultimate Muscle adventure focuses on Kid Muscle's attempt to save the Muscle League from d.M.p. supervillain domination. Will Kid rise to the occasion or fall flat on his face?

SIX AWESOME OPTIONS

There are many ways to enjoy the cel-shaded action of Legends vs. New Generation. You can take part in one of many Wrestling League story lines, participate in a single match, create your own wrestler and even purchase toys with your wrestling winnings.

STORY MODE

The New Generation heroes fight to make their mark by taking on their mentors. Every Story-mode struggle covers a handful of battles that end in a face-off between student and teacher.

VS. MODE

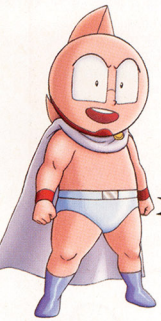
Set up a match between any two of the game's superstars. As many as four players can participate in standard matches, tag-team bouts or battles royal. Choose from six ring stages and 19 mat designs.

CREATE MODE

Develop your own Wrestling League champion using the physical characteristics of the new recruits. Determine your wrestler's personality and class, and select from 24 special techniques.

EXCHANGE MODE

Share your created wrestlers with other Ultimate Muscle players. Put two Memory Cards into your GCN and copy a wrestler from one card to the other.



TOURNAMENT MODE

Any four, six or eight battlers can participate in a Wrestling League tournament. Choose from all unlocked wrestlers and their mentors or recruit bonus wrestlers, such as Dazz Ling and Mr. French.

TOYS MODE

Your victories earn you KIN Medals, which you can use to purchase toys. There are several toy-dispensing machines and hundreds of toy figures. By collecting toys, you can unlock six more wrestlers.

ULTIMATE MUSCLE MOVES

Although Legends vs. New Generation is fun as a button masher, you'll have more success once you master the moves and develop strong grappling strategies. Know your fighter's strengths and weaknesses, fill your power meter and pull off ring-rocking special techniques.

PUNCH & KICK

Use your A-Button punch-and-kick moves to stun your opponent and set the stage for a grip move. Every time you connect with a flying fist or foot, your power meter will fill.

GRIP, GRAPPLE & THROW

Perform grip moves by pressing the Y Button, and toss your opponent or throw him to the mat. If your timing is perfect, you can pick up your fallen opponent and chain grip moves.

Dash around your opponent and look for grip-move opportunities. Throw him against the ropes and experiment with air attacks. Bounce off the ropes, then press Y to fly toward your foe.

EVADE AND DEFEND

With perfect timing, you can counter your opponent's punches and kicks by pressing the B Button, and squirm out of grip moves by pressing the A Button.

When your opponent throws you to the mat, against the ropes or into the air, you can correct yourself with a well-timed tap of the X Button to avoid taking damage.

SHOW SOME MUSCLE

Your power meter fills to three levels, giving you the strength to perform three degrees of special techniques. When you hit your opponent with a special technique, his power meter will drain.

Every Legends vs. New Generation fighter has a unique list of techniques. You can choose to overwhelm your opponent with low-level techniques or save your power for a show-stopping Level-3 signature move.

When you pull off the big Level-3 move, you'll see the action unfold in a scene that looks like part of the animated series, and your opponent will feel the pain—go for the KO!

GET OUTSIDE ASSISTANCE

Trainer Meat tosses items into the ring. Some items help, others hurt. Grab the objects that add to your power or earn you KIN Medals.

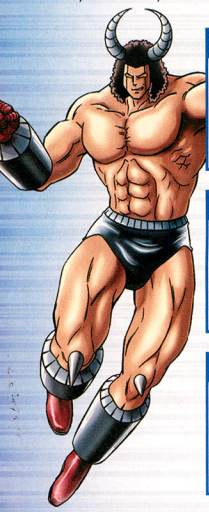
A wrestler offers support from the sidelines in most matches. Instruct your assistant to toss power-giving items to you.

EVERY FIGHTER HAS A STORY

The appeal of Ultimate Muscle is in the wild characters and their bizarre stories. As you play through Story mode with each fighter, you'll learn about the personalities and motivations of the fighters and their opponents. The story scenes are not fully animated as they are in Black & Bruised, but they're every bit as silly and humorous.

THE OTHER SIDE OF THE STORY

After you play through a New Generation wrestler's story, you'll unlock his Legends mentor for play in Story mode.



KID MUSCLE

The heir to the Muscle family throne is a reluctant wrestler. Pushed into the ring by Meat, Kid is destined to fight his father. The junior Muscle is a kicking specialist with medium quickness and strong suplex moves.

KING MUSCLE

The once and future savior of the Muscle League, King Muscle has a flair for flatulence and the amazing Kinniku Buster move that proves it. King's combination of punches and kicks are slow but powerful.

TERRY KENYON

Whereas Kid Muscle would rather run than fight his father, Terry "The Grand" Kenyon can't wait to face off with his own Wrestling League flesh and blood, Terryman. Kenyon is a fast fighter with raw power.

TERRYMAN

The barrel-chested Terryman is the class of the Muscle League. The one-time tag-team partner to King Muscle must grapple with a series of adversaries to save his kidnapped son. He's kind, fast and fearless.

JEAGER

Helmeted hero Jeager is a young talent. Seeking guidance from his teacher, Brocken Jr., Jeager is about to get the lesson of his life. His basic attacks are a combination of slow but strong punches and kicks.

BROCKEN JR.

Always willing to teach inexperienced wrestlers about pain, Brocken Jr. has accepted an invitation to whip the New Generation grapplers into shape. The feisty fighter is a whirlwind of fury.

DIK DIK VAN DIK

The top-ranked Muscle Leaguer has a chip on his shoulder. He has defeated them all, but no one will take him seriously (could be the antlers). The champ's speed is unmatched, and his moves have tremendous range.

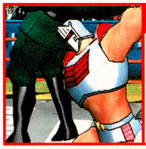
BUFFALOMAN

Both hero and heel, Buffaloman is a Legend who has seen it all. Pulled into the ring by a masked stranger, the huge horned one must prove himself with mighty blows and punishing kicks. His Tomahawk Hurricane is a storm of pain.

KEVIN MASK

Like Kid Muscle and Terry Kenyon, Kevin Mask has a famous father on the Wrestling League circuit. He would like nothing better than to unseat the elder Mask and rise to the top of his family's wrestling order.

ROBIN MASK



The rivalry between Kevin and Robin Mask is so strong, it plays out in both characters' stories. Robin must use the quick and strong grip moves that he taught the younger Mask in a father-son brouhaha.

CHECKMATE

To create a super group of villainous Muscle Leaguers, Checkmate has agreed to show Sunshine that he has the moves to take on any do-gooding grappler. They include two clotheslines and the Jumping Pile Driver.

SUNSHINE

The brick wall of the Muscle League, Sunshine has a chance to join his former pupil, Checkmate, and rule the league. The boxy battler is slow, but he can crush his opponents to dust with his incredible Gate of Darkness.

WALLY TUSKET

Inexperienced but eager, Wally Tusket wants to sink his tusks into Kid Muscle. Before he can meet his rival, Wally must train with Ramenman. What the blubbering bruiser lacks in speed, he makes up for with his grip.

RAMENMAN

The supreme master of fighting styles faces the challenge of his career—to apply his knowledge in battles against the New Generation. Ramenman is the king of kicking moves and a good bet to beat any challenger.

WIN PRIZE FIGHTERS

Your victories in Story mode will unlock Legends and earn you KIN Medals. You can use medals to buy toys and unlock three additional New Generation scrappers. Eskara, Hanzo and Bone Cold will appear after you have purchased 100, 200 and 300 toys respectively.

MAKE A LEGEND CONNECTION

The New Generation fighters that you unlock have stories. After you play through their stories, you'll unlock additional Legends.

ESKARA

Ambitious Eskara, the masked fighter who brought Buffaloman into the ring, wants to rule the Muscle League with his own d.M.p. empire. He can prove his wrestling prowess with huge hooks and slamming grip moves.

WARSMAN

Once a bad guy, Warsman has transformed into an upstanding member of the Muscle League. Eskara wants to recruit Warsman for his spin-off faction. Warsman must resist by using majestic kicks and graceful grip moves.

HANZO

A consistent loser to The Ninja, Hanzo has trained extensively and seeks revenge against his slippery rival. Before he can reach The Ninja, the masked man must beat young lackeys using his super suplexes.

THE NINJA

Mysterious and shady, The Ninja has always been an unlikely tag-team partner with Sunshine. Now he wants to prove himself as a loner. He is fast and wily, and he can use the ropes to catch his opponents in a Ninja Web.

BONE COLD

Another family fight plays out in the Muscle League ring. Bone Cold has something to prove to his father, Skullduggery—that he can win in a one-on-one match. He'll do it by using a combination of cool kicks and big grips.

SKULLDUGGERY

Pulverizing prankster Skullduggery aims to dig himself out of obscurity and challenge squeaky-clean King Muscle to a winner-take-all brawl. The tricks that he has up his sleeve include the chilling Skullduggery DDT.

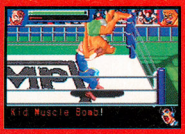
FOLLOW THE PATH OF THE SUPERHERO

The Ultimate Muscle experience on the GBA is a 23-wrestler romp that follows the trials and tribulations of Kid Muscle, son of King. Two Ultimate Muscle—The Kinnikuman Legacy: Path of the Superhero players can link GBAs for a monstrous melee involving up to six muscle-bound maulers.

POUND UNTIL YOU POP

In addition to Story mode, Path of the Superhero features a multibout Survival mode, three-on-three team battles, a Training mode and a wrestler directory.

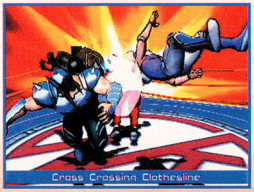
MIX IT UP WITH MIGHTY MOVES



Punching and kicking moves are easy to pull off, but grip moves take practice and perfect timing. Once you grip your opponent, you must press the A Button when the grip-meter indicator slides into the blue area—bam!

THE ULTIMATE WORKOUT

Displaying cartoon-quality graphics, plot-line surprises and humor, Ultimate Muscle—The Kinnikuman Legacy: Legends vs. New Generation is frenzied fun for your thumbs. Once you get a grip on your mauler's moves, you'll be ready to wrestle your way to grappling glory. Whether you follow the stories or bruise with your buddies, you'll have a great time.



NINTENDO CONNECTS

NINTENDO GAMECUBE AND GAME BOY ADVANCE TEAM UP FOR MULTIPLAYER MAGIC.

Nintendo introduced the gaming world to a new form of connected game play at this year's E^3. Shigeru Miyamoto—the creator of Mario and Zelda—debuted a number of amazing GCN multiplayer games that made use of the Game Boy Advance as both a Controller and a separate gaming window. Final Fantasy: Crystal Chronicles, The Legend of Zelda: Four Swords, Pac-Man and The Legend of Zelda: Tetra's Trackers were exciting examples of how to expand game play with new kinds of cooperation and competition. Stage Debut showcased a different type of connectivity that personalized the game with the player's face. Even more connectivity projects are in the works at third-party publishers, such as EA, Konami and Natsume. It's time to get connected.

Final Fantasy: Crystal Chronicles

A QUEST FOR ONE OR FOUR...

When we first heard that Final Fantasy: Crystal Chronicles was going to have a connective element, we had no idea how deep and revolutionary the connective game play would be. After playing the E^3 demo version, we can report that FF:CC is a remarkable multiplayer achievement. We also want to stress that the multiplayer connective mode of play is just one way to experience the FF:CC adventure. The single-player mode is just as exciting and stylish as the multiplayer game. As for the connective adventure, up to four players can plug into the fantasy action using GBAs (or GBA SPs) and Nintendo GameCube Game Boy Advance cables. No extra GBA Game Paks are required. It's a matter of plug and play.

Like most Final Fantasy games, Final Fantasy: Crystal Chronicles relates an emotional story in highly polished cinema scenes complete with dialogue and stirring musical scores. Our early review version still contained Japanese text in the cinema scenes.

Icons showing the status of party members appear on each corner of the television screen. All the action takes place in a single window, but special information may appear on your GBA screen.

You'll travel a long road on your quest to gather Mirula Droplets, which your tribe uses to sustain the blessed crystal and hold off the dreaded plague.

A QUEST AMONG EQUALS...

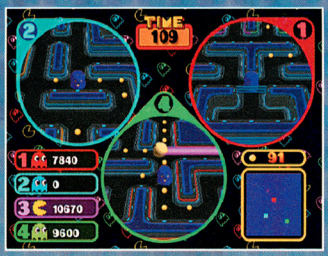
As you begin the multiplayer adventure in Final Fantasy: Crystal Chronicles, each player has a character with individual abilities and a unique inventory of items. One character may have a powerful healing ability while another may have a differently detailed map. The four travelers carry a crystal that protects them from a dense vapor that covers the land. When a character steps outside the protective envelope created by the crystal, he or she will slowly lose HP. You'll quickly learn to stick together. Battles take place in real-time instead of a turn-based format, so it's imperative that players coordinate their activities. The biggest innovation in the multiplayer game is that you have to communicate with your cohorts constantly. Every decision is a group decision. Before long, you'll find that everyone is asking for information, sharing strategies, coming to each other's aid and behaving just like the characters in an RPG.

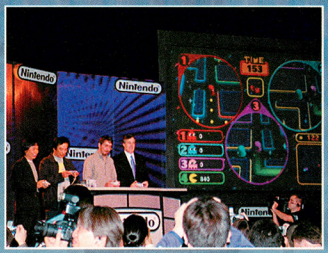
Fighting enemies as a team requires patience and communication. Players may have to for go attacking the enemy to assist their cohorts. If characters are defeated, they remain on screen as ghosts.

You'll move through the environment and scroll through a list of attacks and items using your Game Boy Advance. Hints and other information appear on the GBA's screen.

Pac-Man

Perhaps the biggest surprise of all at E3 was the appearance of Pac-Man for Nintendo GameCube. It was even a surprise to Namco. Mr. Miyamoto introduced the game by noting that he has always been a big fan of Pac-Man. His four-player connectivity take on the classic Pac-Man is simple yet brilliant. One player uses the GBA and plays as Pac-Man. He can see the entire maze. The other three players are the ghosts. They use GCN Controllers to move, and their views on the TV screen are limited to the immediate area surrounding them. If Pac-Man is touched by a ghost, the player who controlled the ghost switches to play as Pac-Man. Players get points as ghosts for catching Pac-Man, and Pac-Man's player gets points for gobbling ghosts and Power Pellets. It's a classic with a great twist.

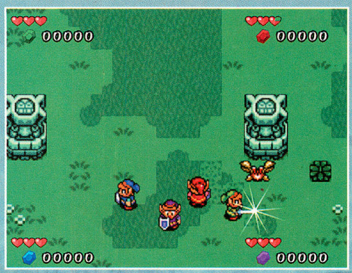




To help demonstrate Pac-Man for GCN, Mr. Miyamoto invited Mr. Iwatani of Namco (the creator of the original Pac-Man) to join in the fun. He also asked Will Wright of Maxis (the creator of The Sims) and George Harrison, Nintendo of America's vice president of Marketing to take part in the demonstration. Although we have only the GCN screen shots available (the views seen by the ghost players), it's easy to see how the game works. In the demo shown above, player three is Pac-Man and the other players are the ghosts.

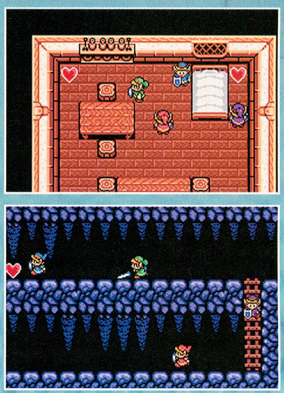
The Legend of Zelda: Four Swords

The Four Swords mode in The Legend of Zelda: A Link to the Past/Four Swords for GBA was just the beginning of the multiplayer fun for Zelda fans. The Legend of Zelda: Four Swords for Nintendo GameCube combines cooperative and competitive game play for up to four players. The four game characters are controlled by four players using GBAs that are linked to the GCN. When they move about in the overworld, the characters appear on the TV screen. But when a character steps into a building or jumps down a hole, it will vanish from the TV screen and appear on the player's GBA screen. The goal is to gather more rupees than the other players, but to progress through the game you'll have to work together to solve puzzles and defeat foes.



The four adventurers must search their surroundings for treasure using traditional methods from other Legend of Zelda games. You'll cut grass, push stones, hit switches, defeat baddies and solve puzzles. The trick is to do all this in the company of three other players who are also trying to collect the prize. Heart Containers and collected rupees for each player appear at the corners of the screen so you can monitor how your opponents/partners are doing.

Even though each player wants to get ahead in the rupee race, there are lots of baddies that get in the way. You'll have to organize attacks, agree on strategies and carry them out as a team if you hope to continue in the game. In the screen shot above, you can see that when characters move away from each other the camera zooms out to encompass a larger view of the overworld. You'll never see split-screen views in The Legend of Zelda: Four Swords.

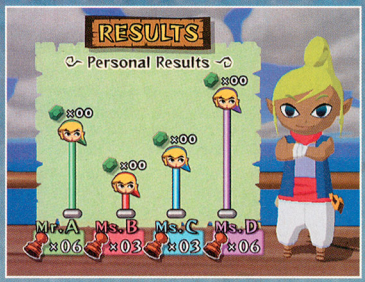


Expect fierce competition for Heart Containers, rupees and other prized items. Some players lose control and actually pick up their fellow adventurers to keep them from taking a prize.

The Legend of Zelda: Tetra's Trackers

Another surprise in Nintendo's connectivity area at E3 was the appearance of The Legend of Zelda: Tetra's Trackers for GCN. Tetra, the head pirate from The Legend of Zelda: The Wind Waker, leads up to four players on a competitive treasure hunt for stamps in simplified Zeldaesque worlds. Each player has a close-up perspective of the game world on his or her linked Game Boy Advance. Tetra directs the action, issues challenges and berates players from the TV screen. You have to follow directions, explore the world, collect items, meet game characters and beat the other players to the numbered goals. At the end of each round, Tetra tallies the scores and declares a victor. We don't have a release date yet, but we'll keep you informed.

Tetra introduces each treasure hunt and presides over the frantic action as four players scour the map in search of prizes.



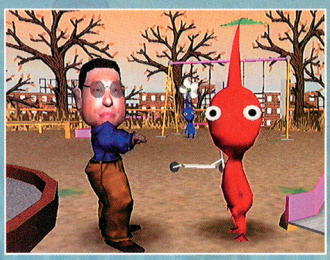
Tetra shows the results from each round, declares a winner, then moves on to the next round. Expect a little sass from the pirate if your results are poor.

The main goal in each area is to collect 10 stamps from non-player characters. You'll have to navigate the map, find items and beat the other players to the goal.

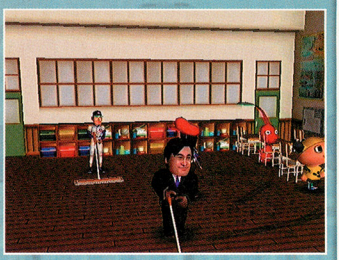
Stage Debut

One of the most intriguing products shown at E3 was Stage Debut—a digital playground that uses a special GBA camera to capture the player's face, which is then texture-mapped onto the head of a character in the GCN game. The result is that you get to see yourself on the TV screen interacting with other characters, including characters from various Nintendo games. In a demonstration for the press at E3, Mr. Miyamoto described how he had captured the likenesses of Mr. Iwata, the president of Nintendo, and Mr. Tezuka, the creator of Animal Crossing. He also showed how characters on e-Reader cards could be scanned into Stage Debut. The game, and the GBA camera, have no release date at this time. Keep your fingers crossed.

Stage Debut lets you put yourself into the picture. You can appear in many settings, such as on stage, in a playground and even in a school room. In the screen shot above, Mr. Miyamoto is flanked by past NCL president Mr. Yamauchi and current president Mr. Iwata. Rock on!



Mr. Tezuka—one of Nintendo's top game designers—comes face-to-face with a Pikmin in the Stage Debut playground. The game is still in the development stage, but the characters already seem to be having a ball.



In the classroom setting, Mr. Iwata seems to be teaching characters from Pikmin and Animal Crossing. Mr. Miyamoto demonstrated that you can add new characters to Stage Debut by swiping a special e-Reader card.

Connecting on Every Level

Plenty of connective games are coming to GCN and GBA in the months ahead. Metal Gear Solid: The Twin Snakes will have special connective features. Will Wright of Maxis announced that players will be able to transport their characters to other players' towns in The Sims for GBA. EA Sports has big plans for Madden NFL 2004 and Tiger Woods PGA Tour 2004. In Tiger Woods, players will be able to unlock content and transfer cash between the GCN and GBA games. The Lord of the Rings: The Two Towers will have connectivity, as will Natsume's Harvest Moon games for GCN and GBA. Connectivity will bring gamers new ways to play that we can't even imagine. It's a bold new era of gaming only on GCN and GBA.

3DO'S ARMY MEN FRANCHISE GOES BIG WITH A FULL-SCALE, REAL-TIME WAR!

ARMY MEN®

R•T•S

REAL TIME STRATEGY

TEEN T Violence
CONTENT RATED BY ESRB

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THE BATTLE FOR THE BACKYARD IS ON!

Tough-as-plastic hero Sarge and his company of Green Army Grunts have taken the charge to eliminate Colonel Blintz and his Tan brigade in the first real-time strategy game for the GCN. Designed by the RTS veterans at Pandemic Studios and published by 3DO, Army Men: RTS challenges you to develop troops and tanks, then send them into enemy territory for an all-out onslaught—save the day or melt trying.

BUILD, MANAGE AND BATTLE

You'll accomplish mission goals by building bases, mining resources, producing units and marching your forces through hostile terrain. By earning gold medals for your campaign victories, you can unlock additional missions.

BOOT CAMP
Learn the basics of base building and unit deployment in three easy lessons.

CAMPAIGN
Go up against Colonel Blintz's forces in a 15-mission meltdown.

GREAT BATTLES
Engage in eight unlockable Great Battles involving large clashing armies.

SPECIAL OPERATIONS
Unlock eight Special Operations for a variety of mission types.

JOIN THE CAMPAIGN TO BRING DOWN COLONEL BLINTZ

Green leader Colonel Blintz has lost his mind (literally) and turned Tan. Leading Sarge's forces, you must cross the white picket fence line into Tan territory and clash with Blintz's army before it grows to an unbeatable size. As the campaign wears on, the conflict will move from the backyard to the house and enemies will employ increasingly diabolical tactics. Go army!

MAP KEY

ENEMY FORCES INDICATED IN TAN

ALLIED FORCES INDICATED IN GREEN

- H HEADQUARTERS
- G GARAGE
- B BARRACKS
- D DEPOT
- P PILLBOX
- F FENCE POST
- T GUN TOWER
- START POINT
- OBJECTIVE LOCATION
- POWER-UP
- P PRISONERS

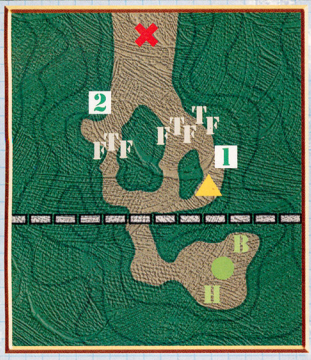
MISSION 1 THE THIN GREEN LINE

PUSH THROUGH THE TAN DEFENSE PERIMETER

MEDAL GOALS

FINISH IN LESS THAN 7 MINUTES

ELIMINATE ALL TAN FORCES



1 MOVE OUT, THEN PUSH EAST

Put a mix of Grunts and Grenadiers into production as soon as the mission starts, then move your existing units to the hole in the picket fence. While they take on the first Tan group, bring in the reinforcements to join them. Move the entire group north then northeast to take on the eastern outpost.

2 ATTACK THE WESTERN POSITION ON TWO FRONTS

Once you've amassed a new platoon of Grunts and Grenadiers, guide them through the fence then to the west and have them attack the western outpost from the south. Then send your initial band of battlers around to the outpost's northern front.

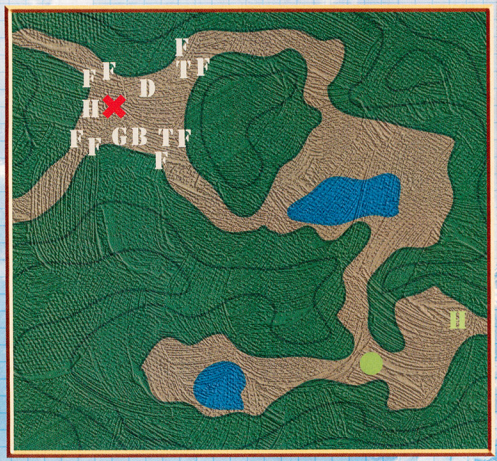
MISSION 2 BEHIND THE TAN CURTAIN

DESTROY THE TAN BASE IN THE CENTRAL YARD

MEDAL GOALS

DESTROY ALL MINES

SPEND LESS THAN 4,000 PLASTIC



ESTABLISH A POSITION IN THE SOUTHEAST

Build a Barracks then a Resource depot within close proximity of your HQ building, and send your initial forces out to patrol the area. As soon as your Barracks is operational, produce at least one Mine Sweeper and several more offensive units to join your original platoon.

After your Barracks is established, upgrade your HQ then construct a Garage. Produce a Medic unit from your Garage to support your forward units. When your first platoon is ready, send it north then west to engage with enemies outside of the main base.

DIVIDE AND CONQUER

With your first platoon on its way, produce another group to sweep a different path for mines and eventually join the first group at the enemy base. If you're going for the gold, watch your spending. You'll have to stay under 4,000 plastic.

MISSION 3 A FEW GREEN MEN

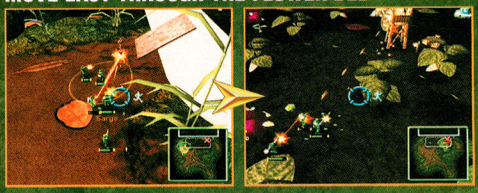
LOCATE THE POWER SOURCE

MEDAL GOALS
- LOCATE REINFORCEMENTS
- FINISH IN LESS THAN 8 MINUTES

LOCATE GREEN ARMY REINFORCEMENTS

Follow the main path to the north, then veer to the west where the path widens. Travel south of the multicolored ball and continue moving southwest until you meet up with your reinforcements. Since you don't have an HQ on the A Few Green Men mission, you'll need all of the support you can get.

MOVE EAST THROUGH THE FLOWER BED



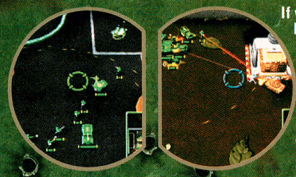
Move north from the point where you met up with reinforcements, then take the ramp up to the flower bed and head east. Keep your forces together in a tight unit. You'll encounter a lot of Tan soldiers on your way to the power source.

MISSION 4 FULL PLASTIC JACKET

FIND A WAY INTO THE HOUSE

MEDAL GOALS
- PICK UP ALL BONUSES
- FINISH IN LESS THAN 30 MINUTES

SPLIT YOUR FORCES FOR MULTITASKING



If you're after all of the bonuses, create at least two groups of soldiers: a recon group to search for bonuses and an attack group to head for the house. Send your recon group east to the driveway for a weapon boost.

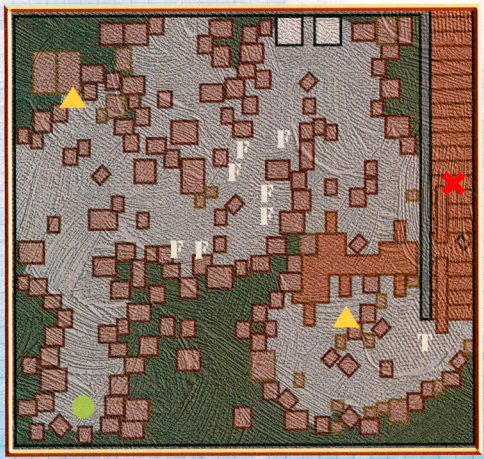
ONE WORD: PLASTICS

You'll need a large force to take on the enemies near the house, and that requires a lot of plastic. Once you have a Resource Depot, create at least one extra Dump Truck (if not two) to mine plastic. Once your plastic production is in full swing, build a large group and move north. Send the main group in search of an entrance to the house, and guide a spin-off group to pick up a health bonus west of the stairs.

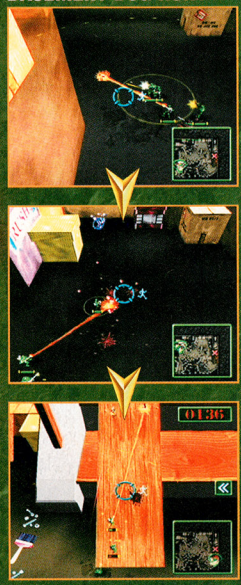
MISSION 5 IT CAME FROM THE BASEMENT

ESCAPE THE BASEMENT VIA THE STAIRS

MEDAL GOALS
- LOSE NO HEROES
- PICK UP ALL BONUSES



BASEMENT BUG HUNT



You'll drop into the basement with a group of five soldiers—no HQ, no vehicles. Watch the group carefully as they move north to the first bonus and direct them toward enemy ants as soon as the creatures show themselves.

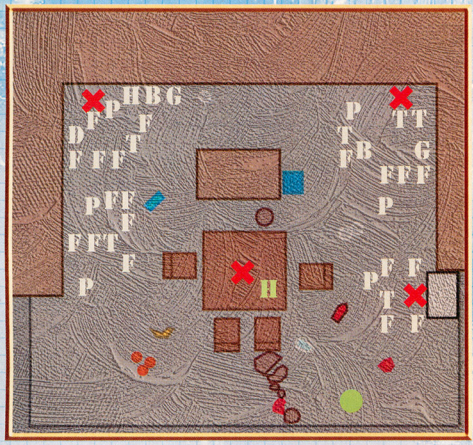
You'll find the Speed Boost bonus in the northwest corner. The need for additional speed will not be immediately apparent, but when you reach the middle of the basement, you'll learn that Blintz is on your tail. The clock will start ticking. You must reach the exit before time is up and Blintz catches you.

When you get to the top of the boxes in the southeast corner, take the middle ramp down to the floor to collect the Full Health bonus. You'll need the health boost to go up against the Tan soldiers on the stairs.

MISSION 6 COURAGE UNDER GROCERIES

FIND AND REINFORCE THE GREEN KITCHEN BASE
REMOVE THE THREE REMAINING AA TURRETS

MEDAL GOALS
DESTROY ALL COCKROACHES
FINISH IN LESS THAN 35 MINUTES



CHARGE TO THE CENTRAL STRUCTURE

Your first order is to guide the five soldiers that escaped from the basement to the Green Army base under the table. Once there, you'll discover that you must destroy three heavily fortified Tan AA turrets. Start by getting the base back into working order.

BUILD AND PROTECT THE ALLIED BASE

Build a Bulldozer, a Resource Depot and at least one extra Dump Truck. Then build a Barracks, upgrade your HQ and build a Garage. As your forces grow, patrol the area with existing units and keep the enemies away from your base.

TAKE ON THE TURRETS ONE AT A TIME AND KEEP A STRONG FORCE AT THE BASE

Gun for the east turret first. It's close to your base and it has fewer defenses than the other turrets. As you guide a group to the turrets, make sure that you still have plenty of units at the base. Enemies will attempt to attack your bases as the mission progresses.

MISSION 7 DISHES OF VALOR

DESTROY THE CHEMICAL WEAPONS FACTORY

MEDAL GOALS
DESTROY ALL CONTAINERS
FINISH IN LESS THAN 35 MINUTES

THE BEST OFFENSE IS A GOOD DEFENSE

After you set down an HQ building and construct a Resource Depot, create two Guard Towers on the north side of the base. Enemies will attack the base with increasing frequency. If you don't have proper defenses, you could lose units and buildings.

CONSTRUCT CHOPPERS FOR AIR ATTACKS

After you upgrade the HQ twice, to a Super Duper HQ, and upgrade the Garage to a Super Garage, you'll be able to create Choppers. Develop a few Choppers before your Dump Trucks are done melting down the measuring cups near the starting point. You'll need the airborne assault to clear the path to more resources.

POWER TOWARD THE PLASTIC RESERVES

Resources are few and far between on the kitchen counter. You must continue to move forward to secure resources. In the middle of the mission, every move that you make should advance your position and help you collect plastic.

CLOSE DOWN THE FACTORY

It's a long way to the chemical weapons factory, but you can get there as long as you continue to secure plastic and squash Tan Army defenses. When you finally reach the factory, you'll be able to destroy it in a matter of minutes.

MISSION 8 FROM HERE TO THE SOFA

DEFEAT TANS TO CAPTURE THE KARAOKE MACHINE

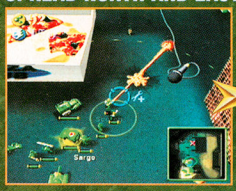
MEDAL GOALS
- *DROP A PARATROOPER AIR STRIKE*
- *DESTROY ALL ANTS*

BUILD DEFENSES FROM THE START

Enemy forces will attack within seconds of the start of the mission. As you build an HQ, a Resource Depot and a Barracks, keep your soldiers close to the base. There's no reason to patrol for enemies—you'll find plenty of combat right in your backyard.

After you destroy the Tan Guard Towers south of the basket, put up your own Guard Towers in the area. Establishing permanent defenses will free up some of your soldiers to spread out and engage with more enemies.

SPREAD NORTH AND EAST INTO ENEMY TERRITORY



Split up your forces and travel to the north and east. The northern resistance consists of a Pillbox and several Snipers. Armored vehicles should do the trick. The eastern encampment includes production facilities. Destroy the buildings to stunt the Tan Army's growth.

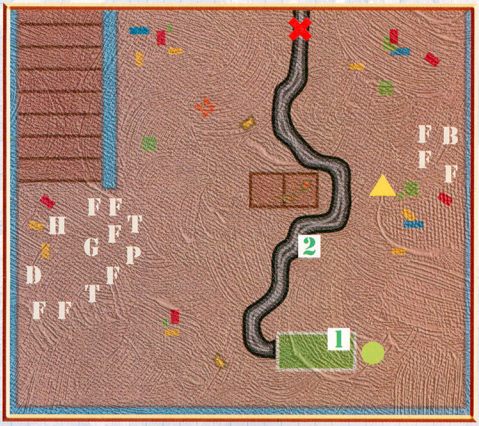
RADIO FOR AIR SUPPORT

As soon as you save the radio operator northeast of the starting point, you'll have the ability to call in an air strike. You'll need the support in your assault on the Tan forces that surround the karaoke machine in the northwest.

MISSION 9 A FISTFUL OF PLASTIC

PROTECT THE VILLAGERS AS THEY MAKE THEIR ESCAPE

MEDAL GOALS
- *SAVE ALL VILLAGERS*
- *SPEND LESS THAN 10,000 PLASTIC*



1 ROUGHHOUSING IN THE REC ROOM

The enemies are aggressive in the rec room. As you build your base, put your soldiers into defensive positions to keep the oncoming Tans from knocking you out of commission before you can start.

2 RUN AHEAD OF THE STAMPEDE

Build a Barracks early, then produce large groups of troops to escort the villagers north. The villagers will not wait long before they pull up their roots. You'll have to be mobile within minutes. As the villagers move, try to stay ahead of them and engage with roadside Tans.

MOVE SOLDIERS UP AND DOWN THE ROAD TO ENSURE THE VILLAGERS' SAFETY

Develop small groups of soldiers and have them patrol key areas on the road to avoid surprise attacks. Continue churning out soldiers at your base to replace lost soldiers. If you're going for the Gold Medal, try to make do with inexpensive units so you don't exceed the 10,000 plastic limit.

TAKE A BREAK FROM THE CAMPAIGN TO ENGAGE IN MORE WARS

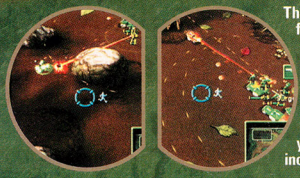
As you advance through the campaign and get closer to reaching wayward Colonel Blintz, you'll have a chance to unlock Great Battles and Special Ops missions. The Garden Siege battle is unlocked from the start, but the other satellite skirmishes won't become available until you earn Gold Medals in the campaign. Every Gold Medal unlocks a different challenge.

GREAT BATTLE 1 — GARDEN SIEGE

DESTROY ALL TAN BUILDINGS

MEDAL GOALS
- *DESTROY ALL CONTAINERS*
- *FINISH IN LESS THAN 30 MINUTES*

ATTACK THE TANS ON TWO FRONTS



The path branches into two from the start. As you build your forces, send one group north to the flower bed and send another group west to pick up the Weapon Boost. Using the two-pronged strategy, you'll cover every square inch of the garden.

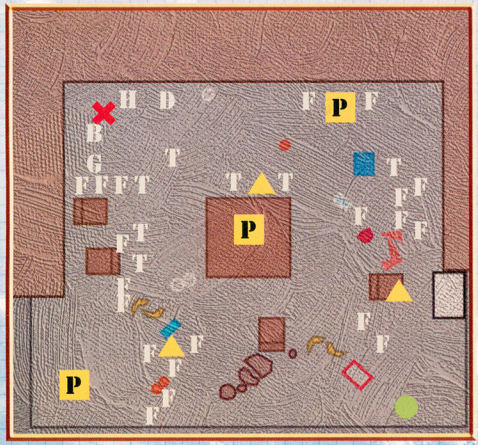
BUILD YOUR FORCES FRUGALLY AND KEEP UNITS IN TOP SHAPE

Plastic is at a premium in the garden. You'll find an action figure close to the starting point and an airdisk to the west, but after those resources are depleted, plastic will be hard to come by. Consider the cost of every unit and upgrade.

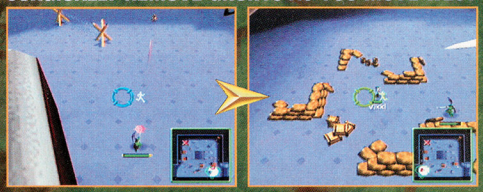
SPECIAL OPS 1 — MIDNIGHT SNACK

DESTROY THE TAN BASE

MEDAL GOALS
- *RESCUE ALL HEROES*
- *FINISH IN LESS THAN 15 MINUTES*

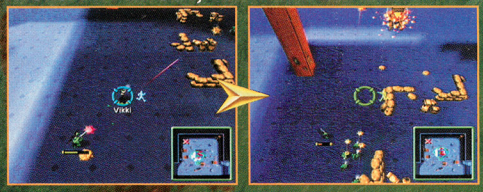


SURGICALLY REMOVE GRUNTS AS YOU MOVE WEST



You'll begin the mission in charge of Bullseye, a single Sniper. Move northwest from the starting point until you reach the southeast corner of the table. Then head southwest to save Vicki. Capture the Full Health bonus just south of the cereal box if you've taken damage.

RECRUIT A PLATOON, THEN TAKE THE BASE



Use Vicki and Bullseye to liberate the Mortar Men under the table in the center of the mission area, then march north to the next Full Health bonus and northeast to a place where Tan soldiers have Green Army Bazooka Men surrounded. From there, move east to take the base.

BUILD UP AND MOVE OUT. YOU'RE IN FOR A LONG WAR.

The NP field manual for Army Men: RTS has led you through nearly two-thirds of the campaign and scratched the surface of the additional missions. There's still a lot of ground to cover. When working from a base, remember to scout the area for raw materials before you build. When battling without a base, move cautiously and save your units. Good luck, soldier!

PLAYERS WANTED!

FOR A LIMITED TIME BEGINNING JUNE 23RD, WHEN YOU BUY A NINTENDO GAMECUBE, YOU CAN GET A GAME BOY PLAYER

FREE!

GAME BOY® PLAYER

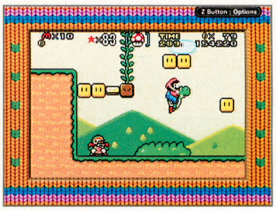
PLAY GAME BOY GAMES ON GCN

Game Boy systems have always been the best way to play when you're on the go. But when you're at home, it's nice to kick back and play games on a big TV screen. Beginning June 23rd, you'll be able to do just that. The new Game Boy Player will let you play your Game Boy, Game Boy Color and Game Boy Advance games through the Nintendo GameCube. It's the perfect match.

PLUG AND PLAY

Game Boy Player fits snugly to the bottom of the GCN and adds just one inch in height. Once you've connected the unit to the High-Speed Port on the bottom of the GCN, you're ready to go. Game Boy Player allows you to play more than 1,200 Game Boy titles on TV. (The only Game Paks Game Boy Player won't play are those with motion sensor or rumble features.) It's also easy to switch from playing Game Boy games to GCN titles. With Game Boy Player the choice is yours.

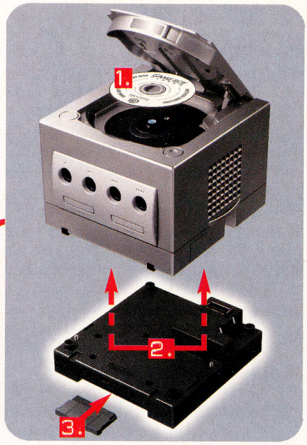
Some games, such as those in the Castlevania series for GBA, take on a whole new life on the big screen.



You'll see the full palette of game colors, and you'll hear all the game's sounds through your television's speakers.

FEATURE FRENZY

Game Boy Player is filled with cool features. There are 20 on-screen borders to choose from, two game screen sizes and an External Extension Connector for using Game Boy accessories such as the e-Reader and Game Boy Advance Game Link cables. There's also a built-in timer that will notify you after a preset time. Game Boy Player will be offered in any color you want—as long as you want black. At a manufacturer's suggested retail price of $49.99, Game Boy Player is a great deal, but for a limited time you can get Game Boy Player *free* when you buy a Nintendo GameCube. Be sure to check with your retailer for details and availability.



PICK YOUR CONTROLLER

You can use a GCN Controller or plug in a Nintendo GameCube Game Boy Advance cable to control the action with either a Game Boy Advance or Game Boy Advance SP. Game Boy Player even has a connector for attaching Game Boy Advance Game Link cables so you can play multiplayer GBA games.

PUT IT TOGETHER

1. Get started by popping the Game Boy Player system disc into the GCN.
2. The Game Boy Player attaches to the bottom of the GCN via the High-Speed Port connector. Don't worry if you have a GCN Modem or Broadband adapter—you can plug them in and still attach the GBP.
3. Game Boy, Game Boy Color and Game Boy Advance Game Paks slide into the Game Boy Player Game Pak Slot as shown. A Game Pak Ejector is located on the right side of the unit for easy removal of your Game Paks.

PLAY IT BIG OR SMALL

You can select from two game-play screen sizes. The smaller size (shown in the top screen shot to the left) reveals more of the border and makes the image look crisper for some games. The larger size (shown in the bottom screen shot to the left) fills most of your television's screen and shows just a sliver of the selected border.

PLAYER PLUSES

- 20 cool on-screen borders to choose from
- Two game-play screen sizes available
- Compatibility with Game Boy accessories such as e-Reader and GBA Game Link cables
- Built-in timer

1,200+ GAMES Including Game Boy, Game Boy Color and Game Boy Advance titles

IT'S YOUR PLAY

Nintendo GameCube and Game Boy are members of the same great gaming family, so it makes sense to bring them together. Game Boy Player lets you choose how to play your games.

EPIC CENTER

Final Fantasy Tactics Advance looks good enough to eat—but we'd rather play it! Before we get to our special two-page Tactics preview, however, it's time for a quick E³ rundown. Other NP articles covered many of the games—we just want the Epics.

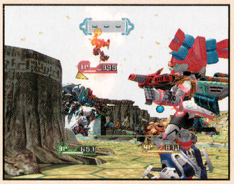
EPIC NEWS

This year's E³ took place, as always, in Los Angeles, California, and featured some welcome news for the Epic Center faithful. While plenty of RPG titles were announced and demonstrated at the show, there were also a number of strategy titles—a genre that has recently been a little underrepresented. Join the Epic Center editors as we take you on a whirlwind tour of the best RPG and strategy titles that appeared at the show. And don't forget to check out Nintendo Power's E³ Wrap-Up on page 36 and Nintendo Connects article on page 104. There you'll find detailed information on more games, including a couple of RPGs and the star of the show—Final Fantasy: Crystal Chronicles.

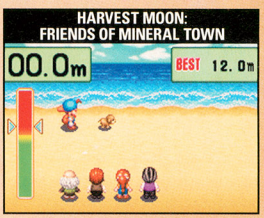
Nintendo made a strong showing at this year's E³ and role-playing games played a huge part in the success. Without a doubt, the biggest buzz surrounded the return of Square (now known as Square Enix) to Nintendo systems. Gamers were able to check out Final Fantasy: Crystal Chronicles for the first time, and all walked away impressed. The title features real-time combat, a deep GBA-GCN connectivity feature and the option for up to four players to take up arms at the same time. Check Nintendo Connects for more information on the game, which is scheduled to hit North America before year's end.

Another Nintendo GameCube title that garnered a lot of attention was Giftpia—a game that many people didn't expect to be released outside of Japan. (Although an English version was at E³, the game still doesn't have a North American release date.) Giftpia stars a young man named Pockle who must earn money by helping the (mostly crazy) denizens of his island home. If you make enough cash, you can pay for a coming-of-age ceremony and, presumably, become the fine man that your mom always hoped you would be. Playing like a wacky combination of Animal Crossing and Harvest Moon, Giftpia lets players take on tasks in a nonlinear order, including running errands, fishing, listening to the radio and dozens of other skill-based games. If you stay out too late in your quest for cash, entities called Sleep Ghosts will come along and haunt you until you fall unconscious. Weird? You bet, but it also sports a fantastic graphical style and some of the best music we've ever heard. We'll let you know if a release date is announced.

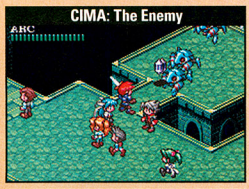
Custom Robo is a Nintendo GameCube RPG that lets you assemble gigantic robots to slug it out against other metal monsters. The story begins on a distant planet sometime in the future. The world is facing a crime wave of epic proportions as people called Commanders use their brain waves to control robots known as Custom Robos. You can choose from over 200 different parts and weapons when creating your 'bot, then take on other robots in over 30 different battle arenas. Up to four players can brawl with each other in an arena, and the game also has a deep single-player mode with all the usual RPG elements—a twisting story line, lots of characters and a system of gaining experience and leveling up. As a final bonus, all multiplayer matches take place on one screen—no split screen to worry about. The game has yet to receive an official North American release date, but we'll keep you updated.

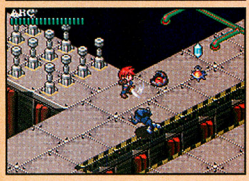


There was also plenty of action outside the Nintendo booth, as third-party companies had lots of Epic Center-quality games to show. Leading the way was Natsume, the Japanese company behind such quirky titles as Car Battler Joe and the Medabots games. This year, the jewel in Natsume's crown is a pair of brand-new Harvest Moon games: Harvest Moon: A Wonderful Life for the Nintendo GameCube and Harvest Moon: Friends of Mineral Town for the Game Boy Advance. The GCN version adds new animals (including goats and ducks), new vegetables and new characters. You can also date, get married, have a child and even watch him or her grow up. (Natsume was mum about whether you will be able to have multiple children.) You can also link the two games to unlock new minigames (similar to the holiday contests on Harvest Moon 64) and other fun surprises. HM:AWL was shown at about 40% completion, and it looks stunning. HM:FOMT was totally playable, and it looks just like the N64 version—it was actually one of the best-looking GBA titles at the show. The farming fun starts this October with the simultaneous releases of both titles.



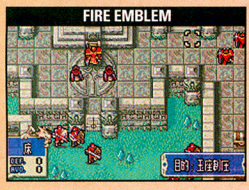
Natsume had another surprise in store—a brand-new RPG series for the GBA! Called CIMA: The Enemy, the game is a graphically impressive RPG with a strong story line. You assume the role of Arc J, a gate guardian who must protect his people from an evil race known as the CIMA. All combat takes place in real time and features deep strategic elements. The folks at Natsume are quite proud of CIMA's NPC (non-player character) AI—so proud, in fact, that they refer to them as APCs (active player characters). Although you don't control the APCs directly, they will influence the game based on choices you make and how you interact with them. Your main charge is to protect them from harm, but you can also use the APCs to solve puzzles. CIMA looks like a fresh new take on the genre, and gamers everywhere will be able to experience it for themselves when the game launches this winter.





Mario returns to the RPG territory he treaded in Paper Mario, and this time he's bringing along his brother! A new GBA title called Mario and Luigi reunites the plucky plumbers yet again as they quest across many different lands in an attempt to save, who else, Princess Peach. When they arrive at her castle, they meet up with Bowser—who was trying to kidnap the princess before an evil witch beat him to the punch. The three then unite to try to save the day. If all goes well, we'll see the game at the end of 2003.

We've been raving about Fire Emblem in Epic Center for months, but E³ was the first chance for many American gamers to get a taste of the action. As the story begins, an orphan girl named Lin has come to the aid of a sick traveler on the Saki Plain in the country of Elebe. After the stranger heals, the two decide to travel together and work on improving their battle skills. Eventually Lin discovers that she is really the heir to the throne of Rikea—a neighboring country that is in the middle of a dangerous political revolution. Combat begins with multiple characters on a battlefield and switches often to individual fights. Your armies are made up of soldiers, assassins, knights, dragons, wizards and many more types of combatants. The game should be out by the fourth quarter of 2003.



The masters at Square Enix had another game to show the masses at E³—a prequel to the Super NES Mana games called Sword of Mana. The game explains the origins of Mana—a goddess from whom all life flows—and tells the story of a young slave who escapes his gladiatorial life and sets out to protect the Mana Tree from a bad egg called the Shadow Knight. You have some choice regarding your character and his race, and those choices will affect the story line. You'll also meet up with characters from the first two Mana games—including Niccolo the Merchant and L'il Cactus. Look for the game this winter.

Jaleco had a surprise for the editors when we arrived at its station—Ron Millar, one of the original creators of the WarCraft and Diablo games—was there to lead us through his newest creation. Called Goblin Commander: Unleash the Horde, the title looks like a traditional RTS on the surface, but the differences are many: You don't need to wait for units to be built—simply select the creatures or buildings you want to create to make them pop into existence. Gamers also have much more control over armies than they do in other RTS games. So instead of selecting a group of soldiers and sending them into battle on their own, you can take command of the units and direct them with the Control Stick. There are five unique goblin tribes to meet and control, and each one has a different set of weapons, buildings and strengths. As a final nod to action-oriented gamers, you earn gold not by mining or digging in the ground, but by

breaking things! Your largest units (ogres, giants and the like) can trample through the woods swinging heavy weaponry and destroying everything in sight. The more you break, the more cash you'll earn! Goblin Commander was one of the biggest surprises of E³, and the Epic Center editors can't wait to get their hands on it. Look for more coverage between now and November, when the game is slated to reach North American gamers.

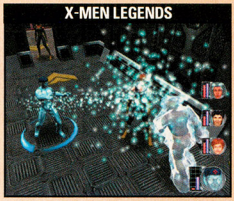
Giftpia wasn't the only unusual game at the show. Bandai raised more than a few eyebrows with a new game called ChibiRobo. Bandai is calling the title an "Assistance Strategy" game, which basically means that you help a character while it learns and grows. The character in this case is a small, curious robot with a power plug for a tail. The more you encourage him to explore, the more skills he will learn. As you teach him about the world, you must lead ChibiRobo to different power sources to keep his battery charged. But not everything is fun and games in the ChibiRobo world—a pair of burglars have heard about the robot and are out to take it for themselves. The game is a GCN exclusive and also has some sort of multiplayer mode, but we don't know much more at this time.

CHIBIROBO

There was another online title announced for the Nintendo GameCube! Once again, Sega has come through in the clutch with another entry in the Phantasy Star series. The new online game, Phantasy Star Online Episode III: C.A.R.D. Revolution, returns the series to its turn-based roots. (The first GCN Phantasy Star game used a real-time battle system.) Once again, you are a Hunter in orbit around the planet Ragol, and once again there is plenty of off-line play for those who don't have access to the world of online gaming. The battle system, as the title would suggest, is based on collecting and upgrading a deck of card's—although you will still be able to find and purchase weapons, gear and other items. It will be interesting to see how Sega puts all those divergent factors together, but the brief time we had at the E³ demo convinced us that the game is on the right track. We didn't find out if you can import characters from Phantasy Star Online Episode I & II, but as soon as we get a definitive answer, we'll pass it along.

PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION

Atlus Software has always looked out for RPG fans, and it continued the trend at this year's E³. The biggest news was the announcement that a new Shining game is finally on the way. Called Shining Soul, the game was released in Japan some time ago but is only now headed to the United States. The Shining series is one of the longest-running and most well-known in RPG history, and you can expect a game with an epic plot and a very tight battle system. Atlus's other games are a pair of collection-based titles called DemiKids Light Version and DemiKids Dark Version. (Like Pokémon Ruby and Sapphire, the games feature version-exclusive monsters.) DemiKids has a one-of-a-kind combat system that makes you negotiate with monsters during battle. If you can persuade them, they may join your team. If not, you could have a fight on your hands. DemiKids should arrive in September, with Shining Soul to follow in October.


X-MEN LEGENDS

Activision had a special room set up in the back of its booth where lucky journalists were able to take a peek at X-Men Legends. The game lets you control a number of the comic book heroes and uses many strong RPG elements. For example, when Storm gains experience points, you can choose to level up her wind, lightning or snow skill—or distribute it equally. Combat is in real-time and has an action feel. The title won't be out until next year.

TALES OF SYMPHONIA

Finally, we couldn't end the coverage without at least a brief mention of Namco's Tales of Symphonia—a game that more than one person said looked like "Golden Sun on the GCN." The game wasn't playable at the show, so we had to content ourselves with watching the same two minutes of video footage over and over (and over and over). Takes won't be out for a while, but it's already one of our most-anticipated GCN titles.

We saw much more RPG and strategy action at E³, but we're nearly out of space! Bandai had a new GCN Digimon game called Digimon Rumble Arena, Capcom had Onimusha Tactics and LucasArts blew us away with Gladius. Look for coverage on all these games in the coming year!

EPIC PREVIEW

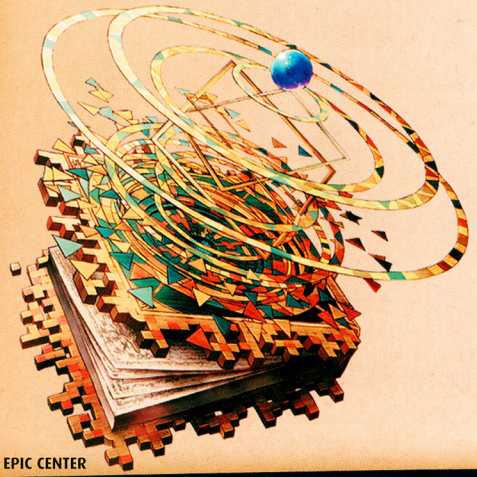
FINAL FANTASY TACTICS ADVANCE™

ファイナル ファンタジー タクティクス アドバンス

Nintendo and Square Enix have reunited, and the resulting game is a tactical tour de force of massive proportions. Open your eyes and your mind to the magic of Final Fantasy Tactics Advance.

A FANTASTIC VOYAGE

For gamers who never experienced the original Final Fantasy Tactics, Final Fantasy Tactics Advance will be a welcome surprise. And for those lucky enough to remember the first game, the newest title will represent a giant leap forward in the evolution of the series. Part strategy, part role-playing game and part sprawling adventure, Final Fantasy Tactics Advance flawlessly blends genres and game play styles to create one of the most anticipated titles ever on the Game Boy Advance.



THE FINAL FANTASY FILES

The Final Fantasy series is one of the oldest and most-respected in video game history. Developed by Square Soft (which recently merged with Enix—the creators of the Dragon Warrior franchise—to form Square Enix), the games have moved from a small cult hit to an international phenomenon that inspired a multimillion-dollar movie. The first game, Final Fantasy, was released for the NES in 1990 and was one of the few games to which Nintendo Power devoted an entire issue. Final Fantasy II and III (arguably the best games in the series) followed on the Super NES, and a number of other Final Fantasy games appeared on the Game Boy shortly thereafter. Nearly a dozen different FF games appeared on different platforms. Each game is a different entity—with locations, characters and story lines that change from title to title—but several aspects of Final Fantasy remain true to the series' roots. Final Fantasy veterans will find many recognizable features in FFTA, including magic spells, enemies, weapons, creatures and job types.

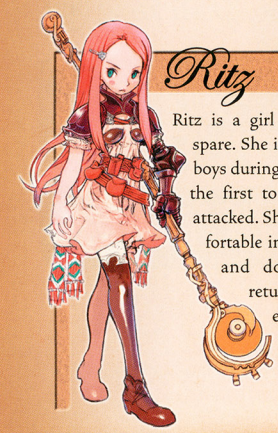
If names like Shell, Fira and Gil mean anything to you, you're obviously a Final Fantasy fan. You'll find all three items in FFTA. (If you're new to FF, take note: Shell is a protective spell, Fira is an offensive, fire-based spell and Gil is the unit of currency.)

Marche

Marche is a quiet lad who recently moved to the town of St. Ivalice (the real-world location where the game begins). He's not afraid of anyone, but he would much rather stay quiet and avoid trouble than look for a fight. He is the main character in FFTA and must find and recruit a great army before he can return home. He has a wheelchair-bound little brother named Doned.

Mewt

Mewt is a younger character who always carries around a small teddy bear. The older children in St. Ivalice give him a hard time about the bear and gang up on him during a snowball fights. Though Mewt seems like a weakling, his outward appearance hides a tremendous inner strength—perhaps the world of Final Fantasy will bring it to the fore.



Ritz

Ritz is a girl with guts and attitude to spare. She is the first to strike the older boys during the snowball fight, and also the first to defend Mewt when he is attacked. She is the character most comfortable in the world of Final Fantasy and doesn't especially want to return to the real world. You will encounter Ritz multiple times before the game is through.

A STORYBOOK BEGINNING

The story of Final Fantasy Tactics Advance begins in a world very similar to our own. A group of children are having a snowball fight outside their school, and a few of the older kids are picking on the weaker ones. After a brief scuffle, the two sides part and head for home. One of the students, Marche, invites his friends Mewt and Ritz to his house to meet his brother and examine an old book. When they open the book, each of them senses something magical about it. Later that night, all of them are transported into the book—and the world of Final Fantasy. Marche is separated from his companions and decides to find a way home. But before he can do so, he must become a mighty warrior in the world of Final Fantasy and reunite with his friends—some of whom are not quite as eager to leave.

The graphics in the game are simply beautiful, with many scenes that look like masterpiece paintings. The transition from the real world to the world of Final Fantasy is especially stunning.

THE TACTICS BEGIN

Final Fantasy Tactics Advance is a massive game that can keep even the most hard-core fan occupied for weeks. It was also incredibly popular in Japan. Not only did the game sell hundreds of thousands of copies, but Square Enix even released a two-CD set of music from the game! FFTA is currently due to hit stores in early September, and Nintendo Power will have tons of FFTA coverage leading up to the big day—starting with a massive 10-page blowout in next month's issue.

The Crossing Guardian

Stay up-to-date at www.animal-crossing.com July/August

Fireworks Megaparty Planned

Put the turnips on the back burner. Don't worry about turning the Happy Room Academy's frown upside-down. And above all, forget that you still owe Nook a googolplex of Bells! On July 4th, your sole calling is to hang out at the lake for the annual fireworks show. Tortimer will be hooking up the whole herd with bottle rockets, and Redd will be selling festive thingamabobs that you can find only once each year. Join the wild party animals!

You'll see it only once each year—the fireworks show is a wonder to behold.

Bust a Move with Officer Copper for Five Weeks

From July 25 to August 31, Officer Copper will fight flab at his aerobics classes daily from 6 to 7 a.m. Nab an attendance card from Tortimer then get it stamped 14 times at the Wishing Well sessions—you'll get a prize that will help you pick up the fitness frequency all year long!

Pup Tents Popping Up

Have the gift for gab? There's no better time for socializin' than in the thick of camping season. Every animal on the planet migrates all summer long in search of the best spots. Duck through their tent flaps and sit a spell. Most won't mind the company and will draw you into campfire chats and fun games. You'll be sure to profit from their easy-going attitudes—and you might gain a whole lot of camping gear!

Who knows who'll set up camp? Every day, campers are coming and going.

CampDan from Logtown collected all of the camping items and set up his dream house!

Building Her Empire One Train Station at a Time

BigBucks from TradeWay is creating a vast trading empire, and she's using different Train Station Models to do it. Friends gave BigBucks models that look like their local depots, and BigBucks stores stuff that they'll want near their station models so she remembers who wants what. What a great scheme!

BigBucks stows clocks near one station, bonsais next near a second and NES games by a third. She knows what her customers want!

The Mosquito: A Pest or the Best?

Hear that whine in the air? No, not the sound of Phyllis being snarky about the late shift! We're talking about all of the mosquitoes that flit through the air throughout July. Some consider them a plague, but don't forget that the insect will help you complete your creepy-crawly collection.

If you hear whining in your ear, run far away. Unless you have a net, you'll soon be dinner to the wee skeeter.

Tom Nook's Special Delivery #7

rSbaUIAmwUgwkY
1K6tq#LGscTY%2

If you say the password shown above to Tom Nook, you'll receive a rare gift—and you won't have to shell out a single Bell!

Let us know what you think of it!

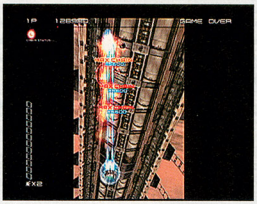
ARENA

ARE YOU GAME?

CHALLENGE

Ikaruga is one of the hardest games you'll ever play, so the winners of this Arena Challenge will earn bragging rights for years to come. Get the highest score you can in Arcade mode (choose Challenge at the main menu and select Arcade), then take a picture of your best point total and send it to us at the address below.

BLACK & WHITE



MAKE THE GRADE

We didn't want to mess around with lives, continues and difficulty setting, so we chose Arcade mode for the challenge. You'll have one life to earn the highest score you can. As a bonus, you can go online to www.ikaruga-atari.net and enter a password word to see how your score compares to other Ikaruga players'.

IKARUGA

NP SCOREBOARD

SKIES OF ARCADIA LEGENDS: HIGHEST LEVEL OF EXPERIENCE FOR VYSE (VOLUME 167)

Amadis Anguiano, California	Level 99
Tom Batchelor, Minnesota	Level 99
Ryan Butterworth, Ontario	Level 99
Jackie Kozdron, Ohio	Level 99
Jon-Marc Lutz, North Carolina	Level 99
Robert Magnuson, Alabama	Level 99
Kevin Maiolie, Idaho	Level 99
Roy Stringer Jr., Massachusetts	Level 99
Kenny Taylor, Ohio	Level 99
Fred Zehr, Colorado	Level 99

CAUTION: TWISTED CHALLENGES AHEAD

- Beat Mortal Kombat: Deadly Alliance using only punches.

– MATTHEW FORSYTH
VIA THE INTERNET

Beat Golden Sun: The Lost Age without using a single Summon.

– ASHLEY WILMINGTON
BRITISH COLUMBIA

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail. (Please write your score on the outside of the envelope.) Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before August 4, 2003.

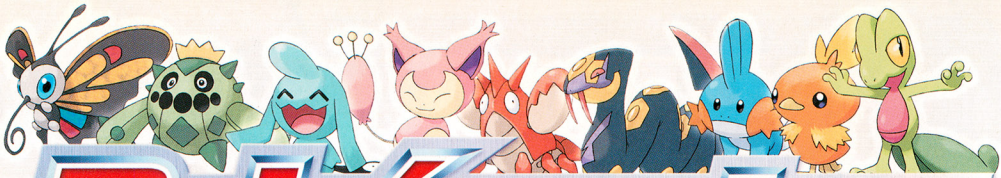
SEND YOUR ENTRIES AND IDEAS TO:

ARENA @ NINTENDOPOWER.COM

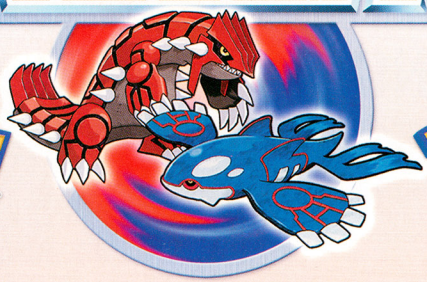
NINTENDO POWER ARENA V.170
P.O. BOX 97082
REDMOND, WA 98073-9782

THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v170" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.170 P.O. BOX 97062, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 8/4/03. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 09/1/03, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winners(s) chosen will be determined based on: (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 09/15/03. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 09/15/03) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $16.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2003 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.



Pokécenter



Pokémon Ruby Version

Pokémon Sapphire Version

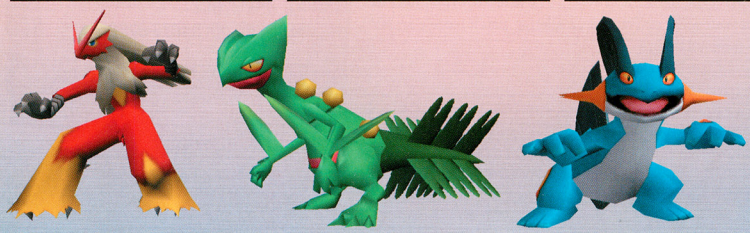
FOUR FROM THE FLOOR: BIG E³ NEWS

This year's Electronic Entertainment Expo will go down in history as the E³ that Pokémon invaded the show. We'll be getting more Pokémon titles than anyone expected!

Pokémon Colosseum

If you've slam-dunked the Pokémon League and caught Groudon or Kyogre on your GBA quest, you're well on your way to proving yourself in Pokémon Colosseum. The GCN title will evolve the playing field when it arrives in late 2003.

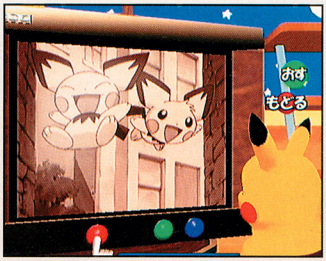
As with the Pokémon Stadium games, you can link your GBA Pak to the GCN game to battle your Pokémon against other teams. But the previous games are battle shacks compared with Pokémon Colosseum—a monumental testament to the GCN's graphic power.

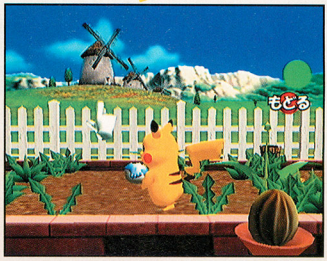


You've given your starting Pokémon the best nickname ever, evolved it fully and held it in your mind's eye ever since you threw your first Poké Ball. With Pokémon Colosseum, you'll be able to unleash your Blaziken, Sceptile or Swampert in 3-D and push it to the top of its game.

Pokémon Channel

Pokémon Channel will let you live the Pokémon lifestyle like never before. You can make friends with a Pikachu, explore the Pokémon world and watch Pokémon-themed TV shows—including a quiz show, a news channel, a shopping channel and animation of the Pichu Bros.

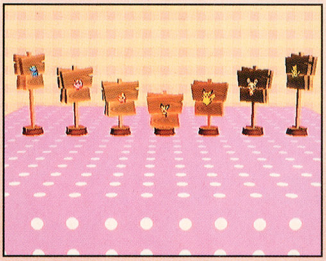




Pokémon Box

RUBY & SAPPHIRE

With Pokémon Box and a special Memory Card, you can manage up to 1,500 Pokémon (three times as many as the Game Pak) and play Pokémon Ruby and Pokémon Sapphire on your GCN! You'll also need a GBA and the Game Boy Advance Game Link cable.

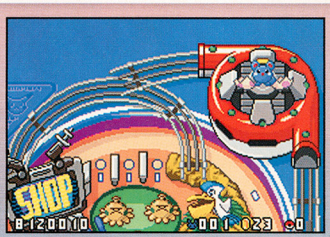


Pokémon Pinball

RUBY & SAPPHIRE

RELEASE DATE: AUGUST 25

Though release dates for Pokémon Box and Pokémon Channel haven't been announced, Pokémon Pinball: Ruby & Sapphire will soon shake up the Pokémon scene. We'll have full details on the awesome game next month!



EON TICKET: NOT A RUMOR!

Pokémon Ruby and Pokémon Sapphire abound with secret islands. The most hidden of them all—where Latios and Latias frolic—has popped up. Pokémon fans at E³ were abuzz with the big news.

Pokémon fans at E³ received the Special E³ 2003 Edition Eon Ticket e-Reader card. Those who scanned the card received the Eon Ticket in their GBA game—and they also received the ability to transfer Eon Tickets to other players of the GBA game. They're a unique crowd. We'll have news on how you can get your own Eon Ticket in an upcoming Pokécenter!

If you get an Eon Ticket transferred to your game, visit your dad in Petalburg to get your hands on the rare ticket to Southern Island.

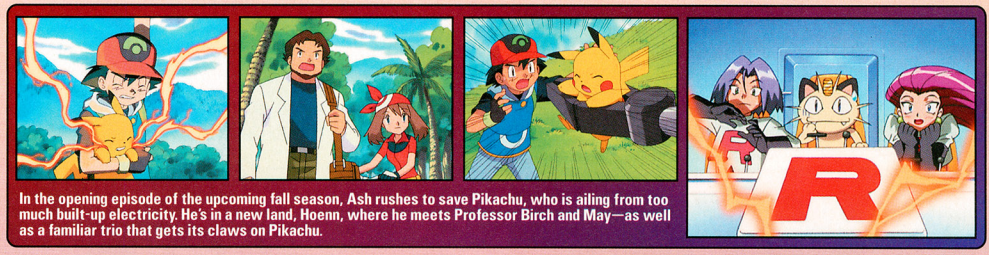
Use the ticket to ride the Lilycove ferry to the island. (It won't be in service until you've defeated the Pokémon League Champion.)

You can go to the island only once, so stock up before you travel then save your game before you enter the Southern Island glade.

You'll battle Latias in Pokémon Ruby and Latios in Pokémon Sapphire. It's a difficult fight—each holds the ultra-powerful Soul Dew.

ASH'S INTENSE QUEST

As the upcoming video games draw you deeper into the Pokémon world, the animated series will follow Ash into Hoenn—and its dangers.



In the opening episode of the upcoming fall season, Ash rushes to save Pikachu, who is ailing from too much built-up electricity. He's in a new land, Hoenn, where he meets Professor Birch and May—as well as a familiar trio that gets its claws on Pikachu.

The second episode hints that the series might follow Pokémon Ruby and Pokémon Sapphire's incredible story line. When Team Magma goons bully a professor, Ash and crew soon discover what they're searching for—but will they understand why?

TOPPLE THE BATTLE TOWER

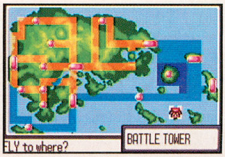
It's a long road to the Pokémon League. And after you become the Champion, far more difficult challenges loom in the distance!

Level the Playing Field

Over the next few issues, we'll help you take on the many challenges in Pokémon Ruby and Sapphire Versions that you'll face only after you become the Champion—such as the Battle Tower. There you'll meet Trainers who've developed their Pokémon to levels at least as strong as Steven's and the Elite Four's! Hang tough with our tips.

You can reach the Battle Tower, situated in a hidden part of Hoenn, only after you've become the Pokémon League Champion.

Once you're the new Champion, you can use the S.S. Ticket to ride the *S.S. Tidal* to the Battle Tower. Catch the ferry in Slateport City.

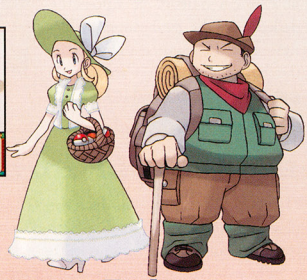


After you first set foot on the Battle Tower island, your Pokémon will be able to fly to the destination—a great shortcut.

The tower has Level-50 and Level-100 battles. Enter Pokémon whose levels are close to the competition level—or you'll be creamed.

To win a Battle Tower challenge, you must defeat seven Trainers in a row. You can take only three Pokémon into battle against them.

You'll face powerful Pokémon in the tower. Fortunately, the Battle Tower attendant will heal your Pokémon between battles.



Do It for Glory and Prizes!

After you beat seven Trainers in a row, you'll emerge from the battle field victorious—and you'll earn a prize and respect from the press.

The attendant will give you a prize based on how many victories you've had. You can get some of the items only at the Battle Tower.

A reporter may want to interview you about your victory. If you meet with her, you'll see her report later on Hoenn television, so speak your mind!

DEFEAT ALL SEVEN TRAINERS

1ST THROUGH 5TH VICTORIES	6TH VICTORY AND ON	
• CALCIUM	• BRIGHT POWDER	• MENTAL HERB
• CARBOS	• CHOICE BAND	• SCOPE LENS
• HP UP	• FOCUS BAND	• QUICK CLAW
• IRON	• KING'S ROCK	• WHITE HERB
• PROTEIN	• LEFTOVERS	
• ZINC		

WIN 50 SUCCESSIVELY

- AWARD RIBBON & SILVER SHIELD

WIN 100 SUCCESSIVELY

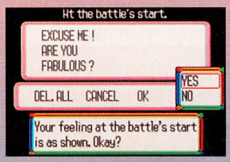
- GOLD SHIELD

Battle Tower Rules

- ONLY THREE POKéMON MAY ENTER THE BATTLE.
- ALL THREE POKéMON MUST BE DIFFERENT.
- YOU CAN'T USE ITEMS ON YOUR POKéMON, BUT YOU CAN LET YOUR POKéMON USE HELD ITEMS.
- NO TWO POKéMON CAN HOLD THE SAME ITEM.
- A BATTLE TOWER ATTENDANT WILL RESTORE YOUR POKéMON'S HP AND PP AFTER EVERY BATTLE.
- POKéMON EARN NO EXPERIENCE FROM BATTLES.
- WHEN YOU BATTLE AGAINST POKéMON YOU HAVEN'T SEEN BEFORE, THEY AREN'T ADDED TO YOUR POKéDEX.
- SOME POKéMON ARE PROHIBITED FROM ENTERING, SUCH AS GROUDON AND KYOGRE.
- CERTAIN POKéMON MAY HAVE LEVEL RESTRICTIONS PLACED ON THEM.

The Tower Connection

When you connect with a friend via the Pokémon Cable Club Record Corner, both of your Game Paks will be filled with details about each of you. If you've both been to the Battle Tower, you'll meet each other in tower matches—long after you've disconnected your GBAs. Develop the perfect taunt to upset your remote opponents.



Tell your battle taunt to the boy near the PC in the Battle Tower. The game has a huge vocabulary list, so create a phrase that your friends will never forget.

GREAT FORTUNE FOR TCG PLAYERS

Pokémon-e TCG: EX Ruby & Sapphire hit stores on June 18. The major expansion adds powerful features to the card game, but the basics stay the same. Our quick primer covers the basics for a new generation of Trainers who want to get in on the action!

Deal Damage with an Eye on Types

The goal of the trading card game is the same as in video-game battles: to knock out your foe's Pokémon by launching attacks to eliminate their hit points (HP). Just as in the GBA game, a Pokémon's type influences how much damage it suffers or deflects. In the card game, Weakness and Resistance—shown at the bottom of cards—are key to gaining the upper hand in combat.

Evolve Your Strategy

The card game proceeds like the GBA games—players take turns attacking with Pokémon. But you can't come out swinging in the first turn with a fully evolved Sceptile, Swampert or Blaziken. You'll need to evolve it card by card (you must have its Stage 1 and Stage 2 evolution cards). Even with luck on your side, it's rare to have a Stage 2 Pokémon on the field by the end of your third turn. Typically, you'll battle with lots of Pokémon over many turns—buying time—until you're able to evolve one of your Pokémon fully. It's worth the wait.

SPECIAL CONDITIONS

Asleep, Burned, Confused, Paralyzed and Poisoned—Special Conditions in the card game are similar to those in the GBA game.

POKé-POWER

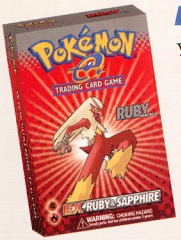
Some Pokémon have a unique power that can radically affect battles. They're strong—respect their ability!

COIN FLIPPING

You'll determine some results by flipping a coin. For example: Tail Rap can do 0, 50 or 100 points of damage.

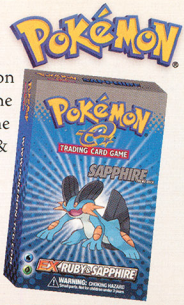
Trainer Cards & Energy Cards

Without Trainer cards and Energy cards, you won't get far. Trainer cards provide help—whether from tools like the PokéNav or supporters like Professor Birch—that can give you surprise advantages. Energy cards fuel Pokémon attacks. Each attack demands a special Energy card combo. Grass, Fire, Water, Lightning, Psychic, Fighting and other Energy cards are key to making the most of your Pokémon.



May the Better Deck Win!

You and your opponent will each battle with your own 60-card deck filled with Pokémon Cards, Energy Cards and Trainer Cards. You'll draw seven cards at the beginning of the game, then you'll draw another card every time it's your turn. Players can jump into the game easily by picking up one of the two preconstructed Pokémon-e TCG: EX Ruby & Sapphire deck—Ruby or Sapphire.



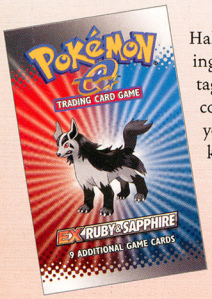
BRING OUT BLAZIKEN

One way to use your Ruby deck is to battle and bide your time until you can evolve Torchic into its Stage 2 form, Blaziken—and then roast your foe's Pokémon with it.

Both decks are equally powerful—you'll win based on how well you play. If these cards clash, however, Swampert's Waterfall attack will do 100 damage, since Blaziken has Weakness to Water types. Double-ouch!

SEND IN SWAMPERT

One strategy for using the Sapphire deck is to battle until you've had enough time (and luck) to evolve Mudkip into Swampert. Its powers are fierce and formidable.



Half the battle is playing the card game well, turn by turn, and the other half is preparing for battle by building a superstrong 60-card deck. The two theme decks—Ruby and Sapphire—have very different advantages. Both are strong, but you can tip the balance in your favor by picking up booster packs, which each contain nine random cards that you can use to modify your 60-card-deck strategy. The more you play with your deck, the better you'll know which card types increase your team's invulnerability, no matter what kind of deck your foe has!

ENERGIZE WITH ELECTRIKE . . .

Electrike isn't part of the preconstructed Ruby starter deck. You might find it in a booster pack, however. With an Electrike added to your deck, you'll be better prepared to fight Swampert, which has Weakness to Lightning types. You'll score double damage against it!

. . . COUNTER WITH ORAN BERRY

If your foe strikes your Swampert with an Electrike (doing double damage!), you can stave off some of the hurt with an Oran Berry. The card isn't part of the Sapphire deck—it's one of many powerful cards that you might find in booster packs.

NEW!

Play Extreme with Pokémon-ex

If you're already familiar with how to play Pokémon-e TCG, you'll be glad to hear that all the rules, attacks and strategies you've mastered over the years pertain to Pokémon-e TCG: EX Ruby & Sapphire. The games also have new features that will keep you on your toes—like the Pokémon-ex cards. They're strong cards that you can put into action quickly. But if your opponent manages to knock one out, you'll lose the game faster than usual—your foe will take two Prize cards instead of one, putting him ahead in the race to earn six Prize cards and win the game. Pokémon-ex cards let you tap into massive power, but do you have the skill to command such mighty Pokémon without burning out your overall deck strategy?

SHIFT INTO OVERDRIVE WITH MEWTWO EX

If your team is getting trashed, Mewtwo ex can help you clean up quickly. Here's how: Mewtwo ex can activate its powerful Psyburn with surprisingly few Energy Cards. Since players can attach only one Energy Card to their Pokémon per turn, Mewtwo ex's Energy Absorption is another surprise for your foe—it lets you power up Mewtwo ex faster.

NEW!

It Takes Two to Tango

The GBA Ruby and Sapphire games have shaken the foundation of Pokémon matches with new two-on-two battles—and Pokémon-e TCG: EX Ruby & Sapphire follows suit. The two-on-two battle system offers an optional way to play, but you won't want to miss testing your deck in a two-on-two fight. The game rules don't change much: You'll have two Active Pokémon out on the battle field. Only one can attack during your turn, and you'll choose which of your foe's two Active Pokémon to attack. Some Pokémon have moves that affect each Defending Pokémon—and the moves wreak havoc in two-on-two battles.

NEW!

Where on the Web Is TCG?

Devoted Pokémon-e TCG gamers now have a new community hub to hang out at—the revamped official website. You can learn more about basic and advanced strategies, plus go deep into details about all the previous TCG series and gain insights into Pokémon-e TCG: EX Ruby & Sapphire. In addition, the website will keep you updated on organized tournament play in your area. Pokémon-e TCG is getting bigger all the time, so check the new official website often to keep your deck strategy fresh and to stay in touch with other Trainers.

www.pokemon-tcg.com

Dominate with Kyogre ex and Groudon ex

If you study our primer on Pokémon-e TCG basics, you'll do just fine. But we wanted to include a little something extra to tip the odds in your favor—two powerful cards from the new expansion! Be sure to fully exploit the Kyogre ex and Groudon ex cards included with this issue. Slide the two cards into your deck to unleash elemental fury on your foe—if you dare. They're Pokémon-ex cards, so if they fall in battle, you'll suffer major consequences. But how's your opponent going to knock out the two titans? Kyogre ex and Groudon ex will demolish almost everything your foe throws at you.

With Kyogre ex in your deck, you'll drown the competition with the Major Flood attack.

Groudon ex will rock your world and your foe's team with its Major Earthquake.

Scan the cards through the e-Reader to discover Pokédex features about the Pokémon.

WE WANT TO KNOW!

Which of the upcoming GBA and GCN games are you most excited about? Which Pokémon-e TCG: EX Ruby & Sapphire cards do you think are the best bets for a strong deck? Send e-mails to pokecenter@nintendo.com, and send letters to the address shown below. Subscribers can also join our PokéChat held every Wednesday at 3 p.m., Pacific Time at nintendo.com.

We also like to get artwork from Pokémon fans! Send mail to:

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Kyogre ex

120 HP

BASIC

Illus. Hiromichi Sugiyama

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Major Flood 60

Discard a Energy card attached to Kyogre ex. Does 10 damage to each Benched Pokémon *(both yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

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Pokémon
Pokémon

Groudon ex
120 HP
BASIC
Illus. Kazuo Yazawa
When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.
Major Earthquake 80
Discard a Energy card attached to Groudon ex. Does 10 damage to your Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.)
weakness
resistance
retreat cost
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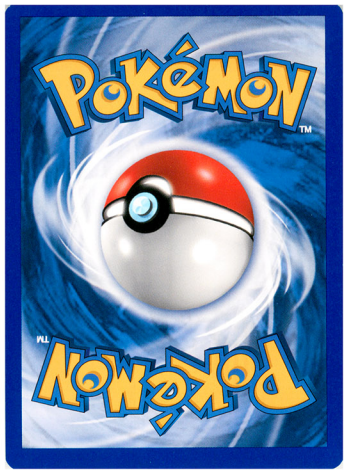
Pokémon
Pokémon

THEY'RE HERE!

ARRIVALS

- 001 TREECKO
- 004 TORCHIC
- 007 MUDKIP
- 011 MIGHTYENA
- 029 RALTS
- 048 MAKUHITA
- 061 SKITTY
- 071 LAIRON

NEW EX RUBY & SAPPHIRE CARDS HAVE ARRIVED!
OVER 40 NEW POKÉMON. 109 NEW CARDS. NEW 2-ON-2 BATTLES.
NEW GAME PLAY. E-READER BONUS. 100% COMPATIBLE WITH PREVIOUS GAMES.

IN STORES JUNE 18!

EACH BOOSTER PACK CONTAINS:
- 5 common cards
- 2 uncommon cards
- 1 rare card
- 1 reverse foil card

Pokémon
TRADING CARD GAME
EX RUBY & SAPPHIRE

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The Orange Star Army and its allies battle a mysterious tyrant's army in Nintendo's second chapter of the Advance Wars series for Game Boy Advance.

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ADVANCE WARS 2™
BLACK HOLE RISING

PEACE IS BROKEN!

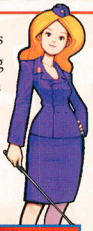
The Orange Star Army has come a long way since the wars in Cosmo Land. It's developed new units, formed strong alliances and recruited new COs. Peace never lasts long in Wars World, though—the Black Hole Army has risen in Macro Land to oppose Orange Star and its allies.

ORANGE STAR MISSIONS

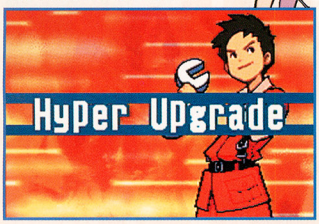
Our strategy covers the first continent, Orange Star. The map above displays the continent with its missions, and the order in which we recommend you complete them.

BRIEFING CORNER—NEW ADDITIONS

The Orange Star Army and its allied forces have been creating new units and CO powers in preparation for upcoming wars. They aren't the only ones, though—the Black Hole Army has a few new tricks, too.



TWO CO POWER LEVELS



All COs have two abilities that they can use during a battle—a CO Power and a Super CO Power. The Power Meter fills up in combat automatically. You can use a CO Power when the small stars are full and a Super CO Power when all stars are full.

NEOTANKS

Neotanks are the most powerful ground units, but also the most expensive. You can build Neotanks after you discover their design plans in the factory during the Andy's Time mission.

MISSILE SILOS

Missile Silos appear on some maps and are neutral units. All Missile Silos contain one Missile that you can shoot at your enemy by placing an Infantry or Mech unit on the silo.

BLACK CANNONS & MINICANNONS

The Black Hole Army is incredibly fond of using cannons. Two types appear in Campaign mode—Black Cannons and Minicannons. All cannons are susceptible to attack.

LASERS

Lasers are Black Hole-exclusive units that emit powerful beams in four directions. Lasers have unlimited ammo and will strike down anything in their path. They appear in Campaign mode only.

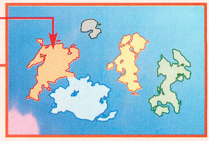
PIPELINES

Pipelines run fuel to Black Hole facilities. None of the units can move over pipelines, but they can attack them at their seams. Breaking a pipeline sometimes cripples the facility it's connected to.

HARD CAMPAIGN MODE

After you've beaten normal Campaign mode, you can purchase Hard Campaign mode for 1,000 credits from Hachi's Battle Maps shop. Hard Campaign mode features more pre-deployed units and a few new missions.

ORANGE STAR CAMPAIGN

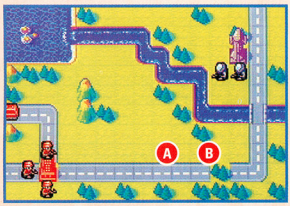


The Black Hole Army is invading Orange Star territory in force, but it won't get far if Orange Star COs Andy, Max and Sami have anything to say about it! The Orange Star campaign acts as a tutorial to introduce you to some new warfare aspects and to review the basics, such as unit-deployment and terrain.

MISSION 01 CLEANUP

Andy arrives on the scene to find the Black Hole Army turning tail from a recent encounter with Orange Star CO Nell. It's up to Andy to drive off the remaining Black Hole troops and reclaim the area with Nell's guidance.

DIFFICULTY: ★



A USE APC UNITS TO THEIR FULLEST

You can quickly move all your Infantry units to engage the enemy with the help of your APC. Advance your Infantry to point A on the map to strike the enemy first—let the enemy come to you. When an Infantry unit takes damage, load it into the APC to protect it. With the right tactics, you can emerge victorious and casualty free.

B ATTACK FROM THE WOODS TO GAIN DEFENSE

Forests and mountains give your units a tactical advantage by boosting their defense. Attack the enemy from the two wooded areas near point B.

ADVANCED INTELLIGENCE

FIRST STRIKE

Whoever moves to make the first strike will receive an attack advantage. When you advance toward an enemy unit, check its movement range and stay just out of its reach. On your turn, move in and attack first! Double up your attacking force to gain a greater advantage.

APC STRATEGIES

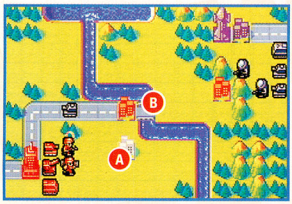
For long battles, keep a few APCs nearby to supply your units—especially strong units that lose ammo and gas quickly. You can also sacrifice APCs to block attacks by direct-firing enemy units or to barricade passages—APCs can take a few hard hits. Enemy units seem drawn to APCs, so you can use them as bait.

MISSION 02

BORDER SKIRMISH

A surprise attack from the Black Hole Army interrupts Sami's routine scouting. Defeat all the Black Hole units or take their headquarters to liberate the area.

DIFFICULTY: ★

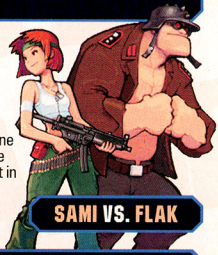


A CAPTURE THE NEUTRAL CITY

Capture the neutral city near the bridge. It's a safe place from which to attack the enemy and repair damaged units when the battle centers around the area.

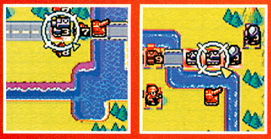
B BATTLE AT THE BRIDGE

Enemy tanks can reach you only by crossing the bridge one at a time. Destroy the nearby enemy tank, then block the bridge with a Mech unit or a Tank. Keep your Artillery unit in the back to attack from a distance. Rotate your units on the bridge and repair them at your nearby cities. You can win the battle in eight days with no unit casualties.



ADVANCED INTELLIGENCE

USING INDIRECT FIRING UNITS EFFECTIVELY



Indirect-firing units can't fight back against direct-firing units, so placement is important. Surround your indirect units with direct units to guard them from attacks. Always be aware of the terrain—you can use bodies of water as protection and attack from a distance. Hills offer protection from all but Infantry and Mech units.

REPAIRING GROUND UNITS

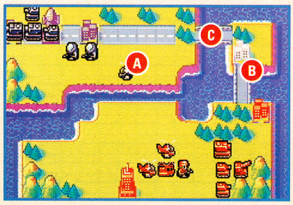
Use captured cities to repair damaged ground units (two units per turn). Repairing units costs money each turn, but it will keep your Technique rating up. Losing units will lower your score. Park ground units on cities to attack and repair each round.

MISSION 03

ORANGE DAWN

Nell has flown in some Air units to take care of Flak in the Orange Dawn mission. Use the Battle Copters to take out Flak's units and send him running for the hills.

DIFFICULTY: ★



A DOUBLE-TEAM THE ENEMY COPTER

Use your two Battle Copters to eliminate the enemy Battle Copter immediately, then retreat to support your other units as they advance toward the island.

B TAKE OVER THE ISLAND

Move all your units onto and around the island at point B—it's Flak's only access to your headquarters. Holding the island is the key to a quick victory.

C PUSH FORWARD WITH TANKS

Lead the charge with your Md. Tank. Move onto the second bridge with your Tanks following and your Artillery safely in back. Stay on the second bridge to prevent the enemy from surrounding your units. Use your two Battle Copters over the water for a little extra attack power. Capture the neutral city on the island—it's a convenient place to repair damaged units. You can get an S ranking by completing the mission in four days and losing two units or fewer.

ADVANCED INTELLIGENCE

VARIETY STRENGTHENS YOUR FORCE

Move your units in groups made up of different unit types, but always place your heavy direct-attack units in the front and your weaker indirect-firing units in the rear. With the right group formation, you can make stronger advances into enemy territory. Maintaining a varied attack force will allow you to handle different types of attacks. Groups of units are important for holding key passages, capturing territory and holding captured areas.

COMBINING UNITS EFFECTIVELY

When a unit becomes damaged, sometimes the best choice is to combine it with another unit. Combine groups of five or fewer, or you'll lose units in the union (10 units is a group's limit). Combining Infantry and Mech groups is especially important when attempting to capture bases. The more complete your Infantry or Mech unit is, the faster you can capture a city or factory.

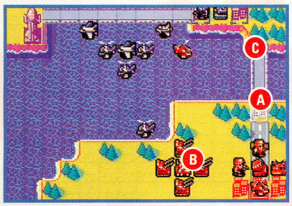
GETTING AN S RANKING

S-ranking perks include more credits to spend on Battle Maps and Design Modes. An S ranking also raises your overall grade for the campaign. Your Speed score shows the battle duration. Power reflects how many enemy units you destroyed, and Technique tells how many units you lost.

MISSION 04 FLAK ATTACK

Flak has deployed a full squadron of air units to assault Orange Star CO Max and his troops. Use your Anti-air units and Rockets to blast Flak's air units out of the sky, then close in to defeat his ground troops.

DIFFICULTY: ★★



A UNLOCK A SECRET MISSION

Capture the neutral city that lies before the bridge to find the map to the enemy lab and unlock a secret mission on the Orange Star continent. Once you've completed the Flak Attack mission, the secret mission will be unlocked on the map. Complete the Lash Out and Andy's Time missions, then check out the strategy for the secret mission on page 136.

B ELIMINATE THE AIR SQUADRON

Move your Battle Copters out of the enemy air units' range and protect your Rockets while you focus on capturing the nearby city. On your first strike, attack with Anti-air units and Rockets, then polish off the air units with your copters. You can destroy most of the enemy air units in one turn.

C FINISH THEM OFF!

Once you've wiped out the enemy air units, cross the bridge and wipe out Flak's ground units—use your Super CO Power to defeat the rest of his forces quickly. Achieve an S ranking by completing the mission in four days with two or fewer unit casualties.

ADVANCED INTELLIGENCE

ANTI-AIR TACTICS

Always check the range of enemy Bombers and Battle Copters before you move your ground units. When dealing with Fighters, watch your air units' locations. Anti-air units are, naturally, most effective against air units but are also strong against Infantry. Rockets are powerful, but expensive and slow.

USING CO POWERS EFFECTIVELY

The best way to build up your Power Meter quickly is to inflict damage on the enemy. Always check the effect of your CO's Super CO Power to make the most of it. Also consider whether the Super CO Power is more effective at the beginning or the end of your turn.

MISSION 05 LASH OUT

Lash and Flak have laid a trap for the Orange Star Army and Sami's caught in the middle of it. You must clear the map in seven days or less to win. A flawless capture of the enemy headquarters is the only way you'll make it out of the ambush.

DIFFICULTY: ★★

A SEA UNIT SIEGE

Move the T. Copter to safety, then follow Nell's advice and attack with the Cruiser and the Battleship. Leave the Submarine alone—it can't do much damage to the enemy Cruiser. Load your Lander with Infantry units and rush for the enemy headquarters.

B BLOCK UNIT PRODUCTION

Advance your remaining units toward the factory. It's difficult to stop the enemy from capturing it, but with enough firepower you can place a unit on top of the factory to stop its production. Finish your turn by guiding your Lander close to the enemy headquarters.

C CAPTURE THE ENEMY HEADQUARTERS

Use your Lander to drop an Infantry unit near the enemy HQ by your fifth turn—you'll need two turns to capture the enemy headquarters and stay under the seven-day limit. The remaining enemy units will try to eliminate your Infantry unit. Use your Battleship for support and move your ground units near the factory toward the enemy HQ to protect your Infantry.

ADVANCED INTELLIGENCE

CAPTURING ENEMY HEADQUARTERS

When enemy factories are involved, winning by destroying all enemy units takes a long time. Observe how well-guarded the enemy HQ is—if you can move troops onto the headquarters successfully and capture it before the enemy can react, you'll end the battle quickly. Protect your Infantry while they're in the middle of a headquarters capture to quicken the process—you'll help your Speed rating but lower your Power rating.

USING LANDERS TO THEIR FULL POTENTIAL

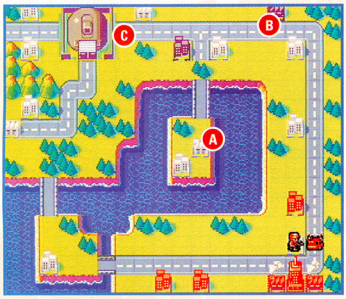
Landers can transport two Infantry units, or carry two APCs or T. Copters already loaded with Infantry units. They can also transport two of any unit type. Transporting APCs and T. Copters enables you to drop off four units at once! Keep a loaded Lander protected. Before using a Lander, make sure you have a safe place to load and unload.

MISSION 06

ANDY'S TIME

The Orange Star Army stumbles upon the Black Hole Army's pride and joy—the Black Cannon. Spend funds to deploy units from your factories and destroy the powerful cannon before it demolishes the area!

DIFFICULTY: ★★



A CAPTURE THE ISLAND FACTORY

Load your Infantry into the T. Copter immediately and fly to the island with the neutral factory on it. When you drop your Infantry units, make sure they are beyond the Black Cannon's range. You can capture the factory by the fourth day. With the island factory under your control, you can move units closer to the enemy and the Black Cannon quickly.

B HALT ENEMY PRODUCTION

Start deploying powerful ground units from your island factory and move them toward the enemy factory. Within three turns you'll be able to capture the enemy factory or block its production by placing a unit on it.

C DESTROY THE BLACK CANNON

Save up for a Rocket and position it to the right of the Black Cannon, out of its range. You can destroy the Black Cannon in two days.

ADVANCED INTELLIGENCE

SPEND YOUR WAR FUNDS WISELY

Infantry	1000
Mech	3000
Recon	4000
Tank	7000
Md Tank	16000
Neotank	22000
APC	5000

The more properties you capture, the more credits you can save up for powerful units like Md. Tanks and Rockets. Don't disregard the versatility of less-expensive units such as B. Copters, Tanks, Artillery and Anti-air units, though. You can get two for the price of one more-powerful unit, which enables you to double up or spread out your attacks. More-powerful units are also more expensive to repair!

BLACK CANNON TACTICS

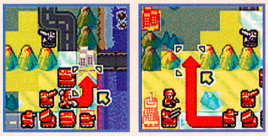
Black Cannons have a long and wide range. Attack with indirect-firing units placed above or to the side of a Black Cannon. Watch the cannons' hit points—you can finish them off with powerful direct hits from Md. Tanks or Bombers. When you face multiple cannons, check for overlapping ranges and find the safe spots between them.

MISSION 07 SECRET MISSION:

TEST OF TIME

Infiltrate the enemy's top-secret lab to get your hands on the Neotank plans. You have seven days to complete the mission amidst the Fog of War before the lab is destroyed.

DIFFICULTY: ★★★

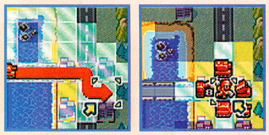


A EXPOSE YOUR ENEMIES

The Fog of War shrouds enemy units from your view. There are two ways to see farther in the Fog of War—do both on the first turn. Move your Mech onto the mountains to see if any enemy units are hiding north of your Md. Tank. Then move your Recon unit to the space between the mountains north of your headquarters to spot approaching enemy units.

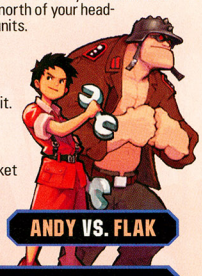
B CROSS THE BRIDGE

Set up a line of units to cross the bridge that leads to the enemy's secret lab. Place your Md. Tank and Tanks in front, followed by Infantry in an APC and one Artillery unit.



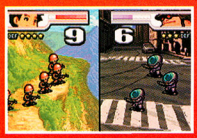
C CAPTURE THE LAB

Sami will offer you some info about enemy units hiding in the woods to the right of the enemy lab. Station tanks next to the trees to reveal an enemy Rocket. Eliminate the Rocket before you drop your Infantry unit onto the enemy lab. If Flak has a chance to attack your Infantry with his Rockets, you will take longer to capture the enemy lab. You must begin capturing the lab by Day 6, or you won't capture it within the seven-day time limit.



ADVANCED INTELLIGENCE

MOUNTAIN ADVANTAGES IN THE FOG OF WAR



Infantry units double their range of vision on mountains, and they also gain attack and defense advantages. For the best view of your enemy's units, spread out your Infantry and Recon units so their ranges of vision don't overlap.

AMBUSH HIDDEN UNITS

Send out two units together as you proceed through the Fog of War—especially when using indirect-firing units. Use one unit to reveal the enemy and the other to attack. If you try to uncover enemy units solo, you'll risk losing your unit and allowing the enemy to retreat.

MISSION 08

LIBERATION

The final battle to rid Orange Star of the Black Hole Army takes place at the Black Hole factory. Choose the CO you want to lead the strike and destroy the pipeline that leads to the enemy factory to win.

DIFFICULTY: ★★★★

CHOOSE A CO

ANDY

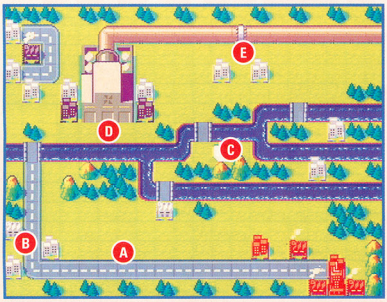
Andy is a well-rounded CO with an incredibly useful Super CO Power—he can partially repair all damaged units. With Andy's power, the units you have will last longer and you can save up for stronger types of units.

SAMI

Sami's Infantry units are her strong point. If you can build up her Super CO Power, you can use it to reach neutral territory quickly and capture cities in one turn. Sami's attack is weaker than those of other COs, but her speed is unmatched.

MAX

Max's attack strength makes him a formidable CO. He has strong Battle Copters and extra attack power with direct-firing units. You can inflict immense damage with his Super CO Power, but he has shorter attack and movement ranges.



B TAKE THE NEUTRAL WESTERN FACTORY

It's vital that you capture the western factory before the enemy does. The enemy's large factory is already pumping out unit after unit—if they take the neutral factory, they'll overwhelm you. While your Infantry is securing the factory, block the bridge with APCs. Start producing units at your newly acquired factory to help defend the surrounding area and nearby cities.

C RACE FOR THE AIRPORT

Capturing the airport is key to winning the mission—don't let it fall into the enemy's hands. Use the airport to produce Battle Copters and a Bomber. Keep an eye out for enemy Anti-air units.

D BLOCK THE BIG FACTORY

Use Battle Copters to block the enemy factory's doors as soon as the opportunity arises. When the doors are blocked, the enemy won't be able to release more units from the factory.

A START WITH APCS & INFANTRY

Capture as many cities as you can to keep the funds flowing in. Build APCs and load them up with Infantry, then send them out to the cities and factories around your headquarters.

E BOMB THE PIPELINE

It's simple to take out the pipeline seam quickly, but you won't get the best mission rating by doing so. To raise your rating, destroy as many enemy units as you can. Block the big factory's doors to control the flow of enemies from it. Attack enemies when they appear—the more you destroy, the better your Power and Technique ratings will be. When you near 20 days, use a Bomber on the pipeline seam.

RECOMMENDED
ANDY VS. FLAK

ADVANCED INTELLIGENCE

BATTLE BASICS TO LIVE BY

The missions become more and more challenging as you proceed. To make the most of every turn, follow the six basic battle tactics below.

1 OBTAIN PROPERTIES
Promptly send out Infantry to capture cities and factories. The more properties you have, the more revenue you'll bring in.

2 ATTACK AIR AND NAVAL UNITS
Air and naval units can move swiftly and are typically quite strong. Focus on eliminating them first.

3 USE INDIRECT ATTACKS
Weaken the enemy forces with indirect-firing units before you take them on head-to-head. You can't counterattack such units.

4 USE DIRECT ATTACKS
Use direct-firing units to finish off enemy units that you've damaged with indirect attacks.

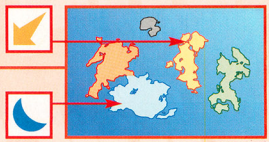
5 MOVE STRATEGICALLY
Keep weaker units out of the enemy's range. Combine damaged units or move them onto friendly property to be repaired.

6 PRODUCE UNITS EACH TURN
Finish each turn by producing new units. Plan ahead—you must save up for stronger units, such as Neotanks.

ADVANCED PIPELINE TIPS

You'll encounter pipelines in various maps—check the pipeline seams to find shortcuts. Air units can't fly over pipelines, but indirect-firing units can fire over them. If you use the right CO, Bombers can destroy a seam in one turn.

TWO CONTINENTS IN CONFLICT



The Black Hole Army is far from finished with their plans to rule Wars World. Two simultaneous wars rage on Blue Moon and Yellow Comet as the Black Hole Army pushes its sinister campaign onward. Choose your next destination—may you be victorious!

SAM FISHER TIPTOES HIS WAY ONTO THE GBA IN A MUST-HAVE TITLE FOR FANS OF THE GCN SPLINTER CELL.

ESRB TEEN T Mild Violence

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Tom Clancy's SPLINTER CELL™

FROM THE SHADOWS TO THE LIMELIGHT

For a game that's designed around the concept of stealth, Splinter Cell sure is making a lot of noise. Ubi Soft's anxiety-filled espionage adventure for the GCN is one of the most popular games of the year, so it's no surprise that the sneaky Sam Fisher has been shrunk to pocket size.

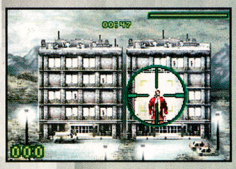
QUIET AS A MOUSE

As in the console game, the action is limited, but the tension is high. Sam doesn't carry much ammo, because he isn't supposed to need it. Approach each level methodically, following the instructions from your partner, Irving Lambert. And above all else, don't get caught.

TOOLS OF THE TRADE

Ubi Soft has done a phenomenal job of merging the console and handheld experiences of Splinter Cell. You can use your GBA to access maps, turret guns and sticky bombs in the GCN adventure, which gives Mr. Fisher a distinct advantage over his enemies. In addition, if you own both the GBA and GCN game versions, you'll be able to download additional missions to the GBA game.

A NEVER-ENDING JOB



When you're the world's best espionage operative, there's no time for a vacation. Once you've completed the original set of missions in both the GBA and GCN games, link the two together and download an additional set of challenging objectives for the GBA. Sorry, Sam—no rest for the weary.

LIFE OF A SPLINTER CELL

You don't exist. You lurk in the shadows, hidden from the world, throwing a punch or firing a weapon only when desperate, which you rarely are. You are the new method for intelligence-gathering—a splinter cell equipped with the latest technology. Speed and bloodshed are not the splinter cell's priorities.

MISSION 1: T'BILISI

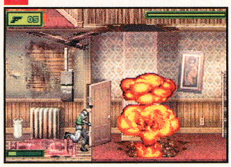
ZIP INTO ACTION

You have the option of completing a helpful training course before starting the game. After you've become accustomed to the various controls, begin the first mission by running across the rooftop and zipping down the line. Then enter the building.

OBJECTIVES

- GET THROUGH THE BURNING BUILDING.
- RETRIEVE THE HIDDEN DOCUMENTS.
- FIND BLAUSTEIN'S BLACK BOX.

1 GREAT BALLS OF FIRE

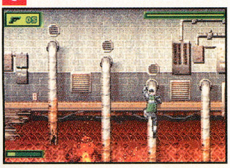


After all this talk about stealth, you might be surprised that the game begins as a typical side-scroller. You'll need to jump, crawl and climb your way through the blazing building without getting fried to a crisp. Take your time and watch every step—there's no need to rush.

2 TRAPEZE ARTIST

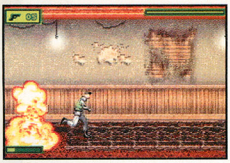
Fisher is a skilled acrobat, capable of dangling from ledges, swinging across pipes and sliding down poles. You'll need all his abilities to avoid the raging flames. After heading down a few floors, swing across the overhead pipe to stay off the smoldering carpet.

3 IT'S GETTING HOT IN HERE



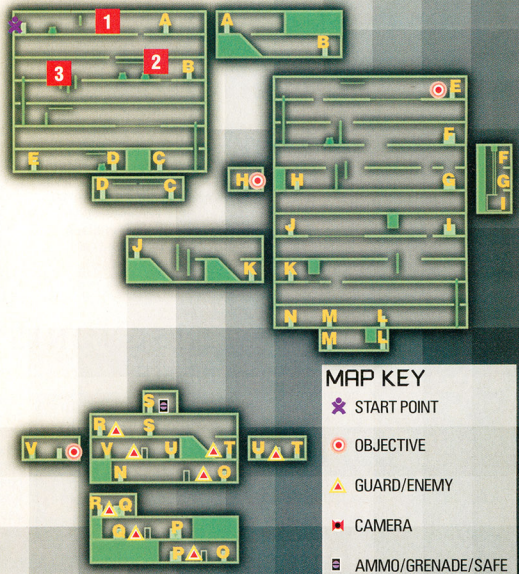
When you reach the gaping hole in the floor, use the four parallel pipes to cross it. Jump from pipe to pipe, staying away from the flames that are licking at your feet. Continue on, sliding down the pipe at the end of the hall. Use your Sticky Cam to anticipate pitfalls.

STAY LIGHT ON YOUR FEET



Watch out for weak flooring. As soon as you step onto the tattered floorboards, flames will engulf the hallway, forcing you to run to the other end. Double-tap the Control Pad then hold it in one direction to dash. Keep moving until you reach solid ground.

Use the elevator shaft to access the remaining sections of the building. Explore the first floor to locate the safe and complete the second objective. Return to the elevator shaft and slide to the bottom. Jump to the lowest level to exit the building.



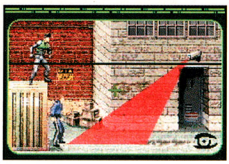
ACHIEVING PERFECTION

Once outside, you'll encounter your first human obstacles. Luckily, they aren't very bright, and they pace back and forth in a predictable pattern. Dangle from the ledge and wait for the guard to turn his back, then hoist yourself up and knock him out from behind.

To achieve a 100% rating, you cannot fire any shots or be spotted by any guards. Attack an enemy with your elbow only when he is facing the other way. Don't run unless you need to—running makes more noise than walking. Use the Sticky Cam to spot enemies ahead.

MISSION 2: POLICE STATION

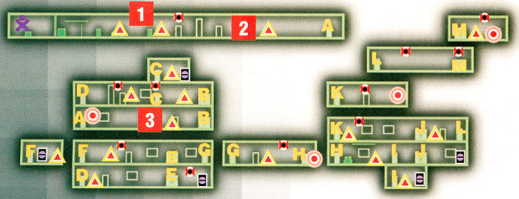
1 SNEAK ATTACK



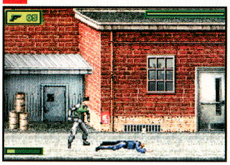
Negotiate the police station's exterior and lift yourself onto the large crates. You can drop on unsuspecting enemies and knock them out. Put all the police guards to sleep, but beware of the security cameras hovering above the entrances to the station.

OBJECTIVES

- GET INTO THE POLICE STATION.
- FIND THE MORGUE.
- ACCESS THE SECURITY SYSTEM.



2 ACCESS GRANTED

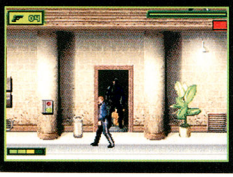


You'll have to get past a pair of cameras to reach the guard who has the key card. Use your Sticky Cam to track the security cameras' sight lines. Plant yourself directly under the cameras to avoid being seen. Knock out the guard to get the key card and enter the station.

3 DUCK AND DODGE

Once you're inside, you'll need to be an expert in using your Sticky Cam to track security cameras. The level is easy to conquer if you remember to duck under all windows, dodge the cameras' sight lines and hide behind objects when guards are nearby.

ACHIEVING PERFECTION



Knock out all the guards. Use closets and other dark places to disguise yourself from enemies. Emerge from the shadows at precisely the right time—jumping out early will put you too close to guards, and jumping out late will put you too far behind them.

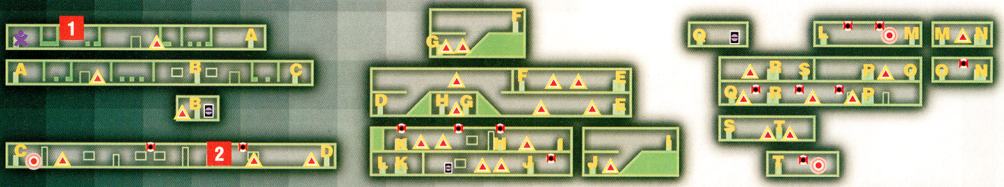
MISSION 3: DEFENSE MINISTRY

1 CROUCH TO CONCEAL YOURSELF

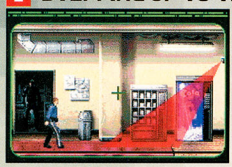
Squat behind the low walls to keep the mingling guards from spotting you. Walk across open areas only when the coast is clear. If you're short on patience, run past the guards and turn off the alarm (marked by a flashing red light) once you enter the next room.

OBJECTIVES

- GET INTO THE DEFENSE MINISTRY.
- INSTALL THE LASER MICROPHONE.
- ACCESS NIKOLADZE'S COMPUTER.



2 STEPPING UP TO THE CHALLENGE



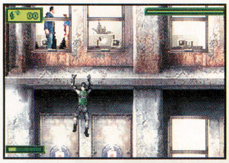
Upon entering the defense ministry, your job will become more arduous. You'll have to worry about guards and security cameras simultaneously. Start employing your pistol to take down enemies. Keep a finger on the R Button—use the Sticky Cam in every hallway.

ACHIEVING PERFECTION

Be sure to search every room, collect every item and unlock every safe. To unlock a safe, you must align three wheels and insert a pin. Turn the wheels with the R or L Button and push the pin with the Control Pad. The task becomes more difficult in later levels.

MISSION 4: CIA HEADQUARTERS

SAM THE SPIDERMAN

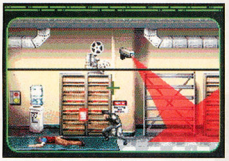


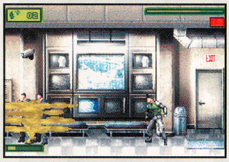
CIA buildings are not easy places to sneak into, but Sam is always up for a challenge. Slip past open windows by shimmying across ledges. Use small chimneys to rappel down the side of the building. Slide down large pipes and hide behind pillars when necessary.

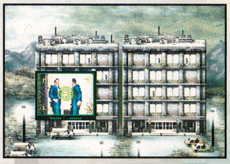
OBJECTIVES

- ENTER THE CIA HQ VIA THE ROOF.
- FIND MITCHELL DOUGHERTY'S DESK.
- PHOTOGRAPH SOME BUREAUCRATS.

THE SOUND OF SILENCE







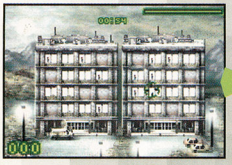
No guns are allowed in the CIA headquarters, which means you have to survive without taking down enemies from long range. Use Gas Grenades to distract the guards and to conceal your movement. At the end of the level, snap photos of the bureaucrats from across the street.

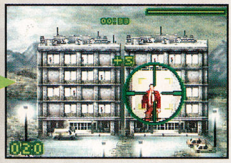
INDULGE IN BONUS MISSIONS

So you've completed every mission in the GCN and GBA renditions of Splinter Cell and you're still itching for more espionage adrenaline? Fear not—there's a solution to your problem. Link your GBA to your Nintendo GameCube and download the 10 bonus missions. The bonus levels are similar to previous GBA missions, but more challenging.

BONUS MISSION 6: SNIPER SHOOTING GALLERY

FIRE AWAY, BUT DON'T GET RECKLESS

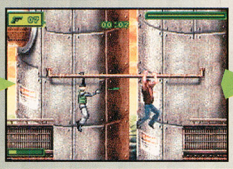




Finally, Sam is authorized to exterminate a few subjects. But that doesn't mean he can fire at will. Sniping enemies can be as tedious as sneaking into buildings. Wait patiently for the red-suited gentlemen to come into view, then zoom in and shoot. Be careful not to shoot innocent people.

BONUS MISSION 7: OIL RIG RUN

THE CHASE IS ON



Sam rarely gets to show off his speed, but in this mission he must run like the wind. Pursue the fleeing subject across the Caspian Sea, weaving through the metal labyrinth of the oil rig. Shoot the enemy several times to prevent him from escaping. Visit nintendopower.com for detailed strategy.

EVEN MORE MISSIONS

You can access some extra levels by reaching certain milestones in the GBA game. For example, you'll trigger bonus missions if you unlock all safes or complete all levels with 100% success rates.

SAM IS STILL THE MAN

We've barely penetrated the Splinter Cell wall. In later levels, Sam will use night-vision and thermal-vision goggles to avoid deadly traps such as laser rays and land mines. With all of Splinter Cell's success, we're hoping to see Sam Fisher in many more adventures.

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES JULY/AUGUST 2003

EXCELLENT GREAT GOOD SO-SO POOR

ENTER THE MATRIX

Straight from the Wachowskis, ETM delivers the true *Matrix* experience.

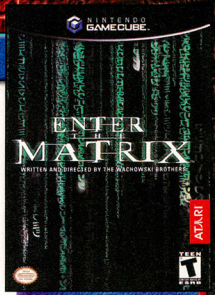
Neo, Morpheus and Trinity play secondary roles to *Logos*' Captain Niobe and First Mate Ghost in an ambitious adventure that is a companion to *The Matrix Reloaded*. Showcasing an hour of movie footage (written and directed by *Matrix* creators Andy and Larry Wachowski) and another hour of in-game cinematics, Enter the Matrix is a must-have for *Matrix* fans.

You'll choose Niobe or Ghost at the beginning and assume the role for the duration of the game. Both characters run, fight and fire weapons during the exploration-and-battle scenes. If you choose Niobe, you'll also drive a muscle car and pilot the *Logos* in the underground tunnels. If you choose Ghost, you'll support Niobe by manning the guns.

The Bullet Time slow-motion special effects from the *Matrix* films play a huge part in the game's combat. By using your character's Focus moves, you can dodge bullets, run onto walls and execute moves that send multiple enemies to the ground.

The graphics and play control are well executed, but the camera work and level design have a slightly unfinished feeling that suggests that the game might have benefited from more time in development.

COMMENTS: Steven—Its game play suffers from repetition, but this two-disc technomelange has tons of great stuff for *Matrix* fans. Steve—The 60 minutes of video footage alone are almost worth the price of admission. Jessica—The music really gets your adrenaline going. Alan—Shiny's new creation, while being one of the most aggressive and far-reaching games ever, has flaws. The levels are way too big, it's nearly impossible to keep your car on the road, some areas are so dark you can't see anything and the constant load screens are obnoxious. George—Like the recent film, the game is not perfect, but it's far from disappointing.



- Atari
- 10
- 1 to 2 players simultaneously
- 2 discs

ALAN	★★★★
GEORGE	★★★½
JESSICA	★★★½
STEVE	★★★★
STEVEN	★★★½

TEEN T — CONTENT RATED BY ESRB

Mild Language
Suggestive Themes
Violence

WARIO WORLD

Wild and Wacky, Wario World is an adventure with action-packed flair.

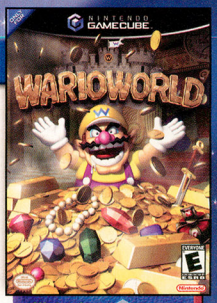
The insane antics of Mario's alter ego are center stage on the GCN in Nintendo's action spectacle, Wario World. Having lost his fortune and castle to an evil jewel, Wario must bound and pound his way through eight huge levels to recoup his scattered treasures. As you guide Wario through the game, you'll encounter a zany cast of enemies, inspired bosses and a load of action-oriented environmental puzzles.

Wario can jump, dash, punch and Ground-Pound. After he knocks out enemies, he can pick them up and toss them, piledrive them or spin them, hitting all enemies and objects in the way. The game really shines when Wario is pummeling enemies left and right and wiping out large groups with big, bold moves.

In each level you must collect enough Red Diamonds to gain access to the level boss then beat the boss, but there is much more to do. Every level contains eight treasure pads. By punching the button that corresponds with each pad, you can make treasures appear. If you collect all of the treasures, you can unlock microgames from Wario Ware, Inc.: Mega Microgame$ and download them to your GBA.

The graphics are colorful and the music is upbeat, giving the game a crazy, out-of-control atmosphere.

COMMENTS: **Steve**—Wario World is a rock-solid platformer with tight controls and some innovative play mechanics. I only wish Wario's personality shined through a bit more. **Jessica**—Wario's strange moves will make you laugh. The developers definitely captured his personality. **Steven**—Fans of strange games will have tons of fun with Wario's first GCN outing. Its bosses are some of the weirdest in gaming—worth playing just to see 'em all. **George**—Although WW is not very deep, it is tons of fun. The challenges are tricky at times but rarely frustrating.



- Nintendo
- 1 player
- GBA connectivity

10

ALAN ★★★★

GEORGE ★★★★

JESSICA ★★★★

STEVE ★★★★

STEVEN ★★★★

EVERYONE E CONTENT RATED BY ESRB — Cartoon Violence

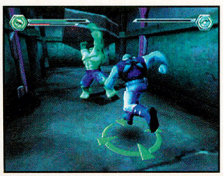
HULK

Toss cars, crack codes, leap from roof to roof—Hulk has it all!

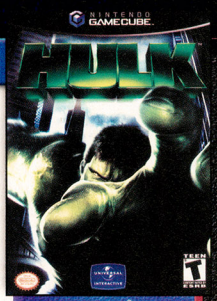
Marvel Comics's mean, green fighting machine is on a rampage in his first GCN adventure. Starting with a slam-and-bash battle against an army unit at a desert gas station, Hulk jumps right into action with cool 3-D comic-book-style graphics, great play control and tons of powerful moves. Within minutes, you're picking up and throwing cars and trash containers, battling a tank and sending the Hulk into a berserker rage.

The game's 30 levels reflect environments and story elements from the *Hulk* movie, but some areas are exclusive to the game. In addition to battling armies and arch villains as the Hulk, you will explore laboratories and government installations under the guise of Bruce Banner as you search for a way to contain Banner's Hulk persona. Serving as a great counterpart to the total-destruction segments in which you control the Hulk, the Bruce Banner sections are about stealth movement and computer-hacking—a different type of game play that's every bit as fun.

The boss battles against classic Hulk villains such as Flux, Rampage and Half Life are inventive and invigorating, and the story, dialogue and cinematic sequences are first rate.



COMMENTS: **George**—What a great surprise! Hulk keeps pulling you in with great graphics, action and control. **Steve**—Fun but, ultimately, repetitive. **Alan**—Hulk love new game about Hulk! Hulk run! Hulk smash! But Hulk no like Bruce Banner levels! Bruce Banner makes Hulk angry! **Steven**—Simply smashing! The style has a Gamma-irradiated glow, the plotline is true to the comic series and the game play isn't overly cerebral. Very Hulk. **Jessica**—There's something strangely satisfying about running around as a big, green mutant and smashing through anything that stands in the way.



- Universal
- 1 player

3

ALAN ★★★★½

GEORGE ★★★★½

JESSICA ★★★★½

STEVE ★★★

STEVEN ★★★★½

TEEN T CONTENT RATED BY ESRB — Mild Violence

MEGA MAN NETWORK TRANSMISSION

Mega Man chips away at computer viruses in his challenging GCN debut.

Incorporating elements from the Mega Man Battle Network games for the GBA with Mega Man's 15-year history as an action star, Mega Man Network Transmission is a beautiful 2-D platformer that is loaded with choices and challenges.

Set between the events of the first two Mega Man Battle Network games, the story follows Mega Man and Lan as they chase down the Navi-corrupting Zero Virus. You don't have to know the story of the previous games to enjoy MMNT, but it helps. Armed with a set of Battle Chips, which give Mega Man special powers, you must log onto the network and fight enemies within the computer systems.

The basic game play is classic Mega Man. After you defeat each boss, you can use the downed creature's weapon against other enemies. Mega Man can jump, shoot, climb and slide, but he can't duck, which makes battles with some incidental enemies frustrating.

The Battle Chips are a welcome addition to Mega Man action games. Since the Blue Bomber can carry only five chips at a time, the conservation and correct use of chips will figure into your strategy.

COMMENTS: **Steven**—This Mega Man hybrid makes a quantum leap yet stays true blue, trading robots for network hobgoblins while keeping its platforming as notoriously difficult as ever. **Steve**—MMNT is quite possibly the most difficult game I've ever played. Fortunately the game is compelling enough to make it worthwhile, and you get a real sense of accomplishment after completing each level. **Alan**—Harder than a week-old kaiser roll. **George**—Some players will find MMNT too difficult. Others will enjoy the chance to show their action-gaming expertise. **Jessica**—The highly stylized graphics and familiar music add to MMNT's atmosphere perfectly.

- Capcom
- 1 player

ALAN ★★★
GEORGE ★★★½
JESSICA ★★★½
STEVE ★★★½
STEVEN ★★★★½

EVERYONE
E
Violence
CONTENT RATED BY ESRB

ADVANCE WARS 2: BLACK HOLE RISING

Deep but accessible, Advance Wars returns for another strategy battle.

Turn-based war games are rarely funny and upbeat, but the Advance Wars games are the exception—they meld intense strategy-heavy game play with an entertaining atmosphere, colorful characters and incredibly intuitive game play. Advance Wars 2: Black Hole Rising follows in the original game's path with the same cartoonish graphic style and basic game play mechanics, only with a new story and tons of new missions.

Having not learned his lesson in the first game, Lord Sturm is back for another series of battles and has a new group of devious commanding officers (COs) and some hard-hitting hardware with him—Giant Cannons, Laser Cannons, Minicannons and a new type of deployable unit: the dominating Neotank.

You must choose from your own large list of COs and use their abilities and special powers to win the war. Each CO has special unit-deployment and/or unit-movement abilities, along with two CO Powers.

In addition to the 34 Campaign-mode missions, AW2 has more than 100 War Room and Versus scenarios and an unbelievably challenging Hard Campaign mode, which presents more-difficult variations of the standard Campaign-mode missions.

COMMENTS: **Steven**—How do you top the original's perfection? Supersize it! **George**—Bigger, better and just as much fun as the original, AW2 is a great choice for strategy gamers who might be intimidated by complex war sims. **Jessica**—The tactical strategies are a bit tougher and more varied than they were in the original game—they really make you think! **Alan**—I love getting new missions, new COs and new maps, but I want more new units. **Steve**—There aren't as many unit types as I would have liked, but the improved mission diversity more than makes up for it.

- Nintendo/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Multi-Pak Game Link

ALAN ★★★★½
GEORGE ★★★★½
JESSICA ★★★★½
STEVE ★★★★½
STEVEN ★★★★★

EVERYONE
E
Mild Violence
CONTENT RATED BY ESRB

SONIC ADVENTURE DX: DIRECTOR'S CUT

- Sega
- 1 player
- Connectivity with Sonic Pinball Party

EVERYONE E — Violence

CONTENT RATED BY ESRB

The original Sonic Adventure for Sega DreamCast comes to the GCN with a full slate of bonus minigames, all of which were originally released for Sega's Game Gear system. The adventure game, with original graphics intact, features six playable characters and more than 30 action levels. The levels are inconsistent in their difficulty and some of the play mechanics—fishing, in particular—are frustrating, but the game offers a lot of play.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

DISNEY/PIXAR'S FINDING NEMO

- THQ
- 1 player

EVERYONE E — CONTENT RATED BY ESRB

Excellent graphics, animation, voice acting and control make the GCN adaptation of *Finding Nemo* a pleasure to watch and play. The game's 18 levels follow the movie's plot. After three introductory levels in which the player guides young Nemo through the deep, control switches to his father, Marlin, and the challenges become more intense. Eighteen unlockable bonus levels add to the game's replay value.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

ULTIMATE MUSCLE: LEGENDS VS. NEW GENERATION

- Bandai
- 1 to 4 players simultaneously

TEEN T — Comic Mischief, Violence

CONTENT RATED BY ESRB

Developed by wrestling-game experts at AKI Corporation and published by Bandai, Ultimate Muscle: Legends Vs. New Generation is every bit as silly and fun as the *Ultimate Muscle* cartoon series. The action takes the emphasis off grapples and focuses on big punches, kicks, throws and special moves. In addition to a melodramatic story that unfolds between matches, the game includes a multiplayer tournament and collectible UM toys.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

ARMY MEN: RTS

- 3DO
- 1 player

TEEN T — Violence

CONTENT RATED BY ESRB

Real-time strategy veterans at Pandemic Studios designed the first foray into large-scale battle for Sarge and company. Army Men: RTS has all of the features that make real-time strategy fun. You can build bases, develop fighting units and send them to war. Sixteen unlockable missions augment the long campaign. The control scheme takes some getting used to, but the thorough tutorial irons out the complications.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

SONIC PINBALL PARTY

- Sega/64 Megabits
- 1 to 4 players simultaneously
- Single-Pak Game Link
- Connectivity with Sonic Adventure DX: Director's Cut

EVERYONE E — CONTENT RATED BY ESRB

Dr. Eggman is turning the animals of Casinopolis into mindless robots in the best GBA pinball game since Sega's Pinball of the Dead. Story mode challenges you to save the animals by winning a pinball tournament—Eggman even turns up as a target. In Arcade mode you'll play on tables that have Sonic, Nights into Dreams and Samba de Amigo themes. Three multiplayer party tables and a Chao Garden add to the mix.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

THE INCREDIBLE HULK

- Universal/64 Megabits
- 1 to 4 players
- Multi-Pak Game Link

EVERYONE E — Violence

CONTENT RATED BY ESRB

Mild-mannered doctor Bruce Banner becomes a gamma-radiated beast in a GBA adventure that reveals the origin of the Incredible Hulk. Inspired by stories from the classic comic, the game is packed with wall-bashing, crate-tossing mayhem. The Hulk is strong but small on screen, and the game's isometric view sometimes makes it difficult to navigate. The packaging includes an exclusive short comic.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

DISNEY/PIXAR'S FINDING NEMO

- THQ/64 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

Explore the oceans and beyond in 12 side-scrolling levels as Nemo and his father, Marlin, search for each other while facing the dangers of the deep. You'll control Nemo in some levels and Marlin in others, and catch up with all of the film's main characters. The game focuses on exploration and puzzle-solving instead of fighting, and its minimal difficulty makes it appropriate for young *Finding Nemo* fans.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

ULTIMATE MUSCLE: THE PATH OF THE SUPERHERO

- Bandai/128 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN — Comic Mischief, Mild Violence — CONTENT RATED BY ESRB

Kid Muscle follows in the footsteps of his superhero father, King Muscle, in a series of wrestling matches loaded with character and humor. The game offers up 19 wrestlers from the *Ultimate Muscle* series, four types of battles and a training mode. Punch and kick moves are easy to pull off, but grapple moves require perfect timing. Until you get used to the controls, you may be stuck on the first bout.

CHRIS
GEORGE
JESSICA
STEVE
STEVEN

DRAGON BALL Z: THE LEGACY OF GOKU II

- Atari/64 Megabits
- 1 player

EVERYONE — Violence — CONTENT RATED BY ESRB

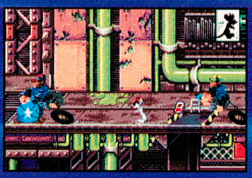
Animé giant Dragon Ball Z returns to the GBA with a new action-oriented RPG presenting an epic story and five playable characters. Spanning the Trunks, Androids and Cell sagas, the legend unfolds over many hours of game play in 10 large locations. The play control is responsive and intuitive, but the difficulty is high from the first battle. Casual gamers may have a hard time getting far into the game.

ALAN
CHRIS
GEORGE
JESSICA
STEVE

DR. MUTO

- Midway/64 Megabits
- 1 player

EVERYONE — Violence — CONTENT RATED BY ESRB



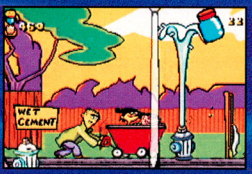
Ready your Splizz gun. Dr. Muto has zapped his way to the GBA. When the mad scientist accidentally blows up Planet Midway, you must help him collect isotopes that will create the energy needed to put the planet back together. You'll explore a wide variety of side-scrolling levels and morph into creatures to access certain areas. The graphics and animation are suitably zany and the mad-scientist-in-space theme is a lot of fun.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

ED, EDD 'N' EDDY: JAWBREAKERS!

- BAM!/32 Megabits
- 1 player

EVERYONE — Comic Mischief — CONTENT RATED BY ESRB



The antics and art style that have made Ed, Edd 'n' Eddy a hit on the Cartoon Network are a big part of the Eds' GBA debut. The boys have a craving for jawbreakers, and it's up to you to guide them through six levels to a big box of the sweet treats. Since the characters have unusual strides, the movement can be slow and unpredictable. Some non-intuitive puzzles require that you use the Eds' unique abilities.

ALAN
CHRIS
GEORGE
JESSICA
STEVEN

ICE NINE

- BAM!/64 Megabits
- 1 to 4 players
- Multi-Pak Game Link

TEEN — Violence — CONTENT RATED BY ESRB

CIA trainee Tom Carter embarks on a mission to stop a diabolical computer virus called Ice Nine from spreading. The tight, thrilling first-person shooter begins on CIA training grounds and extends to the streets and buildings of the nation's capitol. Offering 10 weapons and gadgets, including night-vision goggles, the game is a strong entry in the growing library of GBA FPS titles.

ALAN
GEORGE
JESSICA
STEVE
STEVEN

IRIDION II

- Majesco/64 Megabits
- 1 player

EVERYONE — Mild Violence

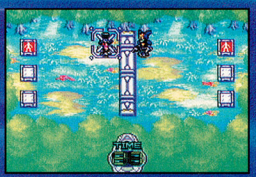
One of the original GBA space shooters returns for a second set of challenges in Iridion II. With its unique angled perspective, the game looks 3-D but plays like a classic 2-D shooter. Play control is tight and the graphics are detailed, with a great sci-fi style. By accomplishing goals in Story mode, you can unlock Arcade mode, Challenge mode, a Gallery of concept art and a sound-test Jukebox.

ALAN ★★★★
GEORGE ★★★
JESSICA ★★★½
STEVE ★★★
STEVEN ★★★★

MEDABOTS: METABEE AND ROKUSHO VERSIONS

- Natsume/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Mild Violence



Based on the *Medabots* animated television series, the latest pair of Medabots games are RPGs in which the object is to collect, build and battle robot creations. As young Medafighter Ikki, you'll start at the bottom of the standings and work your way up, collecting Medaparts and medals. The Metabee and Rokusho versions have version-specific items. The pace is slow, but the fun factor is high once you get into the game.

ALAN ★★½
CHRIS ★★★
GEORGE ★★★
JESSICA ★★★★
STEVEN ★★★★

MEGA MAN BATTLE NETWORK 3: BLUE AND WHITE VERSIONS

- Capcom/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE — Mild Violence

Mixing RPG style with action elements, the third Mega Man Battle Network release is complex, but fun. As you lead Mega Man and his pal, Lan, through an adventure in cyberspace, you must master the use of Battle Chips and new Giga Class chips and learn to manipulate Mega Man's abilities with the Navi Customizer. The Blue and White versions each have a version-specific character and Battle Chip collection.

ALAN ★★★
GEORGE ★★★½
JESSICA ★★★½
STEVE ★★★½
STEVEN ★★★★

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EARLY CHILDHOOD — Early Childhood
EVERYONE — Everyone
TEEN — Teen (13+)
MATURE — Mature (17+)
ADULTS ONLY — Adult (18+)
RATING PENDING — Rating Pending

To contact the ESRB, visit www.esrb.com or call 1-800-771-3772.

SX SUPA X

KEY FEATURES:

- Full chromoly frame with forged dropouts1, leftside drive compatible.
- Chromoly Monster fork2 with FSA Pig Headset.
- 3-pc tubular chromoly Proline cranks3.
- Sealed cartridge Bottom bracket with chromo spindle.
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- Maxxis Holy Roller tires.
- Chromoly Monster bars.
- Promax brakes.

DIRTJUMPING
D
CONTENTS RATED BY RLRB

Yet another Adam Strieby original, the seat-grab turndown.
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Send your letters and art to:
Nintendo Power Player's Pulse
PO Box 97033
Redmond, WA 98073-9733

PLAYER'S PULSE ART OF THE MONTH OFFICIAL CONTEST RULES

No purchase necessary to enter or win. Purchase will not increase odds of winning. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. The sponsor of the Contest is NOA of Redmond, Washington. Void where prohibited. To enter print your name, address, telephone number, on your art, and mail the entry to this address: NINTENDO POWER, PLAYER'S PULSE, P.O. BOX 97033, REDMOND, WA 98073-9733. Enter as often as you wish. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. The Contest will be run monthly from January 1, 2003 to January 1, 2004 or until Nintendo discontinues the Contest (the "Term"). Material submitted to NOA in connection with the Contest (e.g., art, letters, creative suggestions, ideas, notes, drawings, concepts, or other information (collectively, the "Submissions"), shall be and shall remain the property of NOA upon submission, including all associated copyright, trademark and other proprietary rights. Submissions will not be returned to you. None of the Submissions shall be subject to any obligation of confidence on NOA's part, and NOA shall not be liable for any use or disclosure of any Submissions. You agree that NOA will own all rights to the Submissions forever and throughout the world, and NOA may use the Submissions in any manner or medium now existing or developed in the future, without any compensation to you or any other person or entity. You may only submit material that is original and has not been copied from any other work. Any material you submit must not violate, misappropriate or infringe any copyright, trademark or other proprietary right of any other person or entity. All entries must be received by NOA by the last day of the month in order to be eligible to win a prize for that month. Each month during the Term of the Contest, NOA will select from all entries received in the previous month the eligible entrant who submits the one (1) entry which an independent judge determines, in his or her discretion, to be the most apt, original, interesting and creative "Art of the Month". NOA will attempt to notify winners by mail by the 20th of the following month after winner selection. Prize: NOA will award one (1) Nintendo Power T-shirt each month to the winning entrant whose art is selected as "Art of the Month". Approximate Retail Value (ARV) of prize package is $10.00. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of eligible entries received. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or a list of winners, after February 1, 2003 and before January 31, 2004, send a stamped, self-addressed envelope to the address above. WA/VT residents may omit return postage. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, its parent, and their affiliates, directors, officers and employees from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the Contest at any time if causes beyond NOA's control affect the administration of the Contest or NOA otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are ©2003 Nintendo.

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Batman Dark Tomorrow
Batman Vengeance
Blood Omen 2
BloodRayne
Casper: Spirit Dimensions
Conflict: Desert Storm
Disney/Pixar's Finding Nemo
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Enter the Matrix
Eternal Darkness: Sanity's Requiem
FireBlade
Harry Potter & The Chamber of Secrets
Jimmy Neutron Boy Genius
The Legend of Zelda: Ocarina of Time/Master Quest
The Legend of Zelda: The Wind Waker
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Robotech: BattleCry
Rocket Power: Beach Bandits
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
Sonic Adventure 2: Battle
Spider-Man
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Universal Studios Theme Parks Adventure
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY

Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Monopoly Party
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Rayman Arena
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Top Gun: Combat Zones

FIGHTING

Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Super Smash Bros. Melee
UFC Throwdown
WWE Wrestlemania X8
X-Men: Next Dimension

PLATFORM

Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
Frogger Beyond
Pac-Man World 2
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Shrek: Extra Large
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE

Bust-a-Move 3000
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING

18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Burnout
Burnout 2: Point of Impact
Cel Damage
City Racer
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Extreme G 3
F1 2002
Freekstyle
Hot Wheels: Velocity X
Jeremy McGrath Supercross World
Mat Hoffman's Pro BMX 2
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Pro Rally 2002
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Tube Slider
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour

RPG

Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Lost Kingdoms
Lost Kingdoms II
Phantasy Star Online Episode I & II
The Sims
Skies of Arcadia Legends
Summoner: A Goddess Reborn

SHOOTER

Dead to Rights
Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Men in Black II: Alien Escape
Red Faction II
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution

SPORTS

2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Baseball
Backyard Football
Beach Spikers
Big Air Freestyle
Black & Bruised
BMX XXX
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
Evolution Snowboarding
FIFA Soccer 2002
FIFA Soccer 2003
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
MLB SlugFest 20-03
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
NBA Street Vol. 2
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
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NHL 2K3
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Rocky
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Tony Hawk's Pro Skater 4
Virtua Striker 2002
Whirl Tour
WTA Tour Tennis

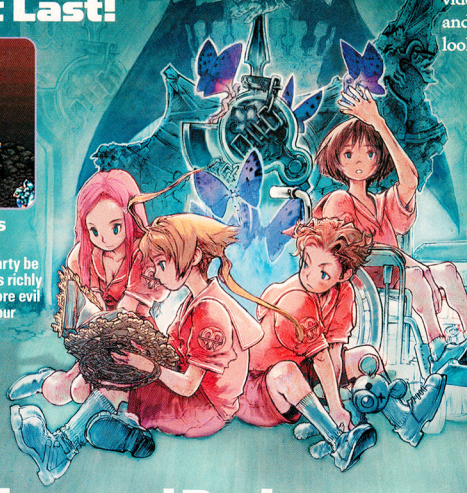
NEXT ISSUE

VOLUME 171 — SEPTEMBER 2003

Huzzah! Final Fantasy Returns at Last!

Final Fantasy Tactics Advance

Let the party begin! And let your party be armed to the teeth, because FFTA's richly imagined world is stocked with more evil than you can vanquish in a year. In our next issue, you'll hear why FFTA is worth all the fanfare.



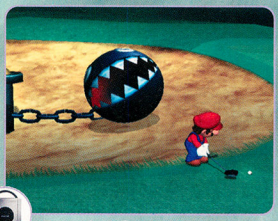
THE SPORTS REPORTS

Madden NFL 2004, High Heat MLB 2004, NCAA Football 2004—some of the biggest video-game sports titles will soon hit the field, and our Sports Reports takes an in-depth look at what's sure to be a winning season.

Madden NFL 2004

High Heat Major League Baseball 2004

Great Previews and Reviews



Mario Golf: Toadstool Tour

Gladius

Enter the Matrix

Hitman 2: Silent Assassin

Link's Soul Awakening

In this issue's Soul Calibur II competition, Link dominated with his Hyrulian tactics. Why would you want to play with any other character? Next month, we'll take a closer look at how Link kicks arsenal.

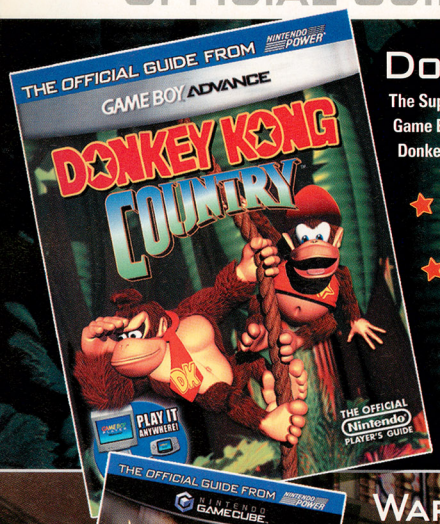
Plus!

- BILLY HATCHER AND THE GIANT EGG
- THE ITALIAN JOB
- FREESTYLE METAL X
- SPEED KINGS
- BUFFY THE VAMPIRE SLAYER: RETURN OF THE DARK KING [GBA]
- SPY KIDS 3-D: GAME OVER [GBA]

Mega Man Battle Network 3 Blue & White

THE *OFFICIAL* GUIDE FROM NINTENDO POWER

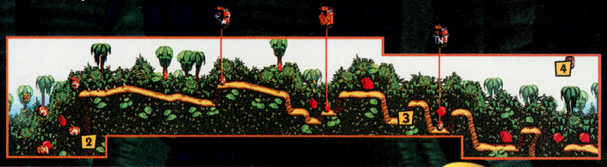
EXPLORE NEW WORLDS WITH OFFICIAL GUIDES FROM NINTENDO



DONKEY KONG COUNTRY

The Super NES classic returns with new content exclusive to the Game Boy Advance! Get the most out of the adventure with the Official Donkey Kong Country Player's Guide from the pros at Nintendo Power.

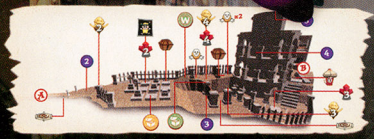
- Expert boss tactics to help you defeat King K. Rool and his gang of notorious Kremling henchmen
- All 52 hidden camera locations so you can finish the game with a score of 101%
- Detailed, full-color maps that reveal every KONG letter, golden Animal Token, 1-Up Balloon and bonus area
- Comprehensive strategies for the all-new bonus games and time-based DK Attack mode

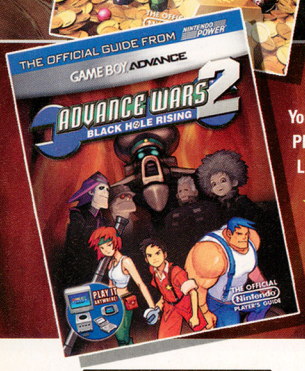


WARIO WORLD

Wario's first brouhaha on the Nintendo GameCube is his strangest adventure ever, and the Official Wario World Player's Guide will help you amass treasure beyond your wildest dreams.

- Amazing 3-D maps that follow every twist and turn of all eight areas
- Locations of each piece of treasure spread throughout the entire world
- Tips on how to topple every one of the game's extraordinary number of bosses

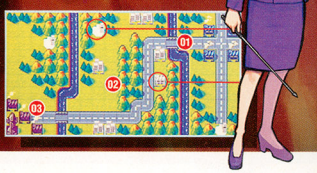




ADVANCE WARS 2: BLACK HOLE RISING

You can't win the war without a plan, and the Official Advance Wars 2: Black Hole Rising Player's Guide lays out a blueprint for every strategy-packed battle in the new war against Lord Sturm.

- Maps of standard and hard versions of all 34 Campaign missions and of every new Versus mission
- Winning tactics that will help you earn an S ranking every time
- Locations of the secret maps that will lead you to the Neotank plans



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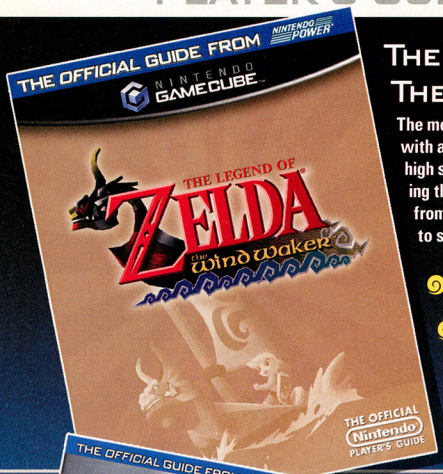
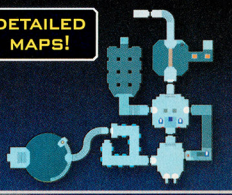


THE LEGEND OF ZELDA®: THE WIND WAKER™

The most beloved video game franchise in history is back with a fantastic new quest! Whether you're sailing the high seas, battling in the depths of a dungeon or questing the world for a last elusive Piece of Heart, the pros from Nintendo Power have all the information you need to save the world from evil.

- Full-color maps of every dungeon, including secret treasure chest locations
- Step-by-step directions to help you find every Treasure Chart, Piece of Heart and useful item
- Complete details on the second quest, including the locations of all 134 figurines
- An extensive breakdown of the GCN-GBA link features

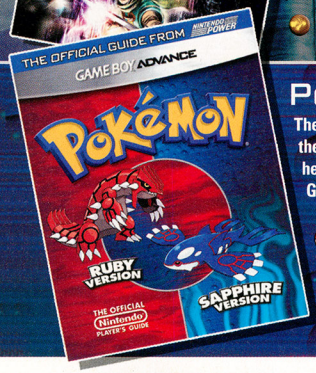
DETAILED MAPS!



GOLDEN SUN™: THE LOST AGE

Saturos and Menardi have activated two elemental lighthouses, and only two remain before the power of Alchemy will be unleashed on the land of Weyard. Will that power usher in a new golden age of civilization or bring about the ruin of humanity?

- Detailed full-color maps of every town and dungeon, from the sleepy village of Daila to the legendary Mars Lighthouse
- A complete walk-through with solutions to every puzzle and strategies for every boss
- Comprehensive information on every enemy, Djinni, character class and type of Psynergy
- Every secret revealed, including special events for transferring clear data from the original Golden Sun



POKÉMON® RUBY VERSION & SAPPHIRE VERSION

The Official Nintendo Player's Guide for Pokémon Ruby Version and Pokémon Sapphire Version solves all of the mysteries. Whether you want to be Hoenn's greatest hero or just to build your Pokémon collection, we'll help you survive the adventure and master the many new game features. The first Pokémon game to hit the Game Boy Advance holds more secrets than ever before—and the pros at Nintendo know all of them!

- COMPLETE WALK-THROUGH: From the highest peaks to the deepest waters, our extensive guide fully explores every area!
- STRATEGIES FOR CATCHING POKéMON: With so many Pokémon to find, you'll need to know how to catch 'em all.
- FULL-COLOR MAPS: Find your way around the cities and routes with maps that reveal secrets and shortcuts.
- BATTLE STRATEGIES: Discover how to defeat the Gym Leaders and other titans of the training scene.

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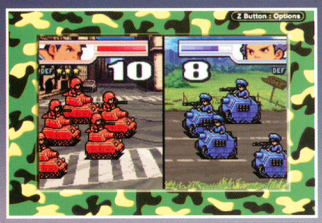
Game shown: Metroid Fusion



Game shown: Advance Wars 2: Black Hole Rising

Game shown: The Legend of Zelda: A Link to the Past featuring Four Swords

Game shown at left: Metroid Fusion

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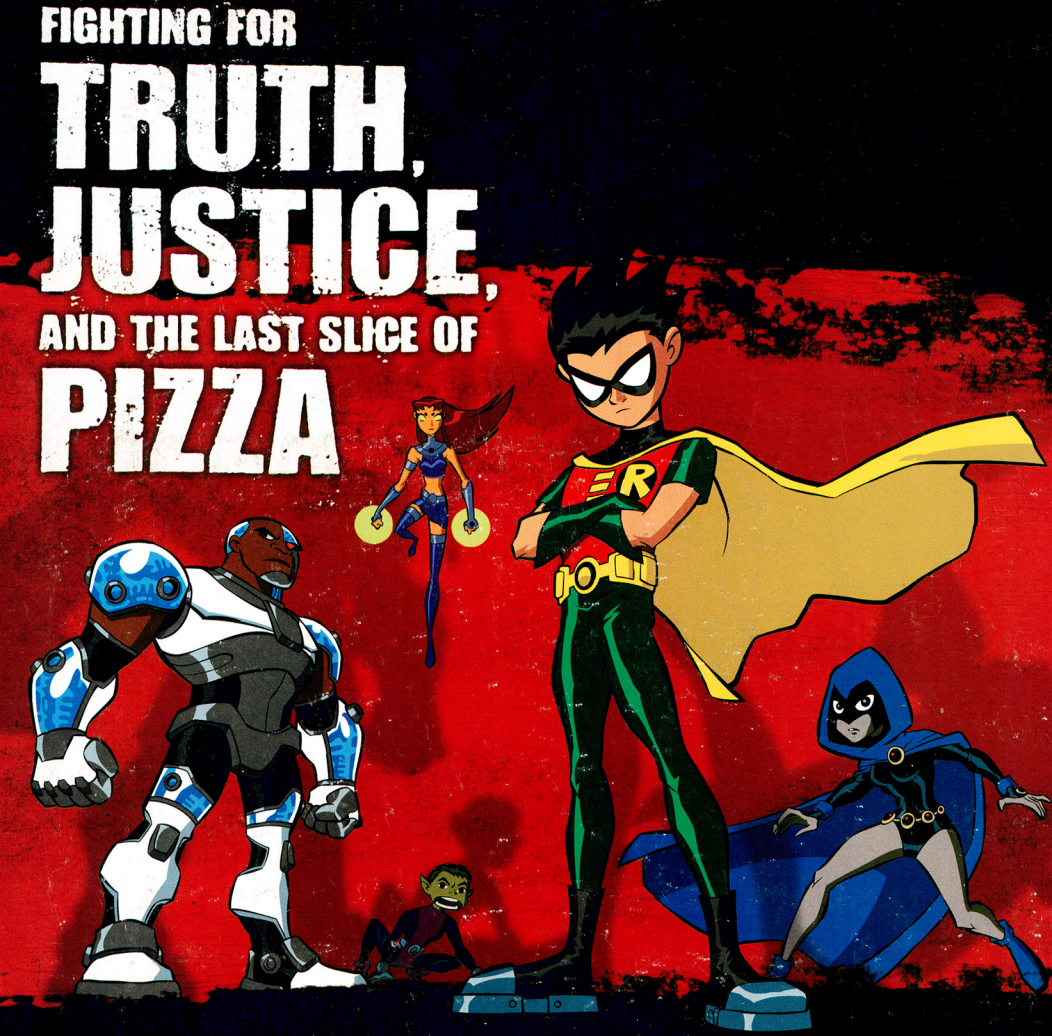

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